

TWENTIETH ANNIVERSARY EDITION

# VAMPIRE

THE CLASSICAL AGE







# EXTENSIO ROMANUM

ANNUM DCCCXV - LXII ANNO DOMINI  
IMPERIUM NERO CLAUDIUS CAESAR  
AUGUSTUS GERMANICUS







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VÄSTGÖTAGATAN 5  
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# TWENTIETH ANNIVERSARY EDITION

# VAMPIRE

## THE CLASSICAL ERA

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# INTRODUCTION

## A Classical World

Before the Dark Ages, humanity went through a period called the Classical Era. The Classic Era was a period known to mankind when we evolved in many ways.

At this time, philosophy emerged, with great thinkers like Pythagoras, Socrates, Aristotle and others. As a society, we developed architecture in many ways, featuring the well-known Ionic, Doric and Corinthian columns. Literature became part of everyday life among the Greeks and later among the Romans. Our agriculture, navigation, artistic representation of paintings and sculptures and of course, we developed military tactics that were also very well used.

Great wars have occurred. The Trojan War is still debated today if it was a myth or if it really existed. Other well-known conflicts such as the Peloponnesian War, the Punic Wars and the Medical Wars also marked the history of this time with blood, leaving many lives damaged.

The Classical Era also led to the emergence of great empires. Macedonia, the Persian Empire, the Phoenician Empire, the Egyptians and the Roman Empire. All these empires forged, in their own way, the world.

All brought innovations and destruction, some more and some less, but all were important for the

construction of history.

The classical world was centered on the Mediterranean Sea, as it was the way we managed to create great navigation routes between state cities, between civilizations and more quickly than if we were to use carriages and horses. Many civilizations had enormous naval battles, not always with each other, as it was during this period that the first era of piracy took place. The seas were dangerous for a time and only the most courageous and prepared would sail through it. Fortunately, order overcame chaos and the Macedonians destroyed the possibilities of piracy.

## What is the Classical Age?

The Classical Era truly begins in the 8th century BC, ending in the 5th century AD, after the fall of the Roman empire. This book will prioritize the Roman Empire as the basis for its reports and events. But before that, one must understand how one of the most famous empires in the world rose and fell.

The Roman Empire was born out of a small town, around 700 B.C. Of course, they were still a long way from becoming what they have become. First, formed by a group of Etruscan kings who founded a colony on the banks of the Tiber River.

Rome gradually dominated the Greek colonies that were placed on the Italic peninsula. Two hundred years were completely stagnant, dominating little by



little, growing and trying to develop in the best ways. Around 510 BC that Rome started a turn in history. In AD 509 Lucius Tarquinius, the Proud, was deposed from his reign. From that historic moment, Rome would no longer be a kingdom, but a republic; a year later the Roman Republic was founded.

After the creation of this republic, it was when the Roman Era began. Great expansions, conquests of enemy territories, alliances, trade routes and the development of civilization were prominent during this period. Rome conquered territories and assimilated cultures that were interesting for the republic. Rome's culture and economy became military because of the great expansions and this led to becoming the best civilization of the time in terms of militarism. Hierarchies, legislation and politics were influenced by the military even when Rome became an empire.

It was close to the first century BC that the republic began to weaken. General Julius Caesar was elected as consul and when he realized that he would have a chance of being deposed, he proclaimed himself dictator of Rome, usurping power for himself. His great failure may have happened in not dissolving the republic, as he still needed it. There were so many reformulations created by Julius Caesar that the Republicans plotted his assassination. Julius Caesar was the last Roman dictator; years later his adopted son Augustus Caesar would come to avenge his elder.

Augustus followed the path of militarism and did not make his father's mistakes. As soon as he arrived at the consulate, he declared himself to be Emperor of Rome, dissolved the Roman Republic and assumed all power for himself, holding positions under his command and ruling as he saw fit. His government was great, as it was during this time that Augustus elevated Rome to almost the maximum of its expansion.

The dynasty of Caesar stood firm. The Roman Empire updated its republic by placing it below the emperor and giving him the final say. Politics became the main cause of revolts and upheavals within the empire's actions. Corruption and scandals arose at this time, new religions such as Christianity were gaining strength and oppressing Mithraism and Roman Polytheism, based on Greek Mythology.

Barbarian peoples, as all non-Roman civilizations were called, began to carry out attacks to conquer their

territories again. Celts, Gauls, Britons, Germans and Parthians attacked the empire. Over time the barbarian attacks grew stronger. The economic crisis hit Rome and the political crisis was present. The empire began to lose devastating forces after the 2nd century AD, until its end in 476 AD.

To this day as one of the greatest empires in the world, its influence was so overwhelming that we still see customs that the Romans had completely intertwined with us. Its architecture, its art, battle tactics, names, its legislation, culture, almost everything that this great empire has presented to us, we have evolved. And what we have not evolved, we use.

## What Year Is The Book In?

It is precisely in AD 62, during the end of the reign of Nero, the Madman that the characters in his story will be present. Nero was a Roman emperor between the years 54 and 68 after Christ. He was the fifth descendant of the Julio Claudian dynasty formed by the emperors, Augustus, Tiberius, Caligula, Claudius and Nero. He became one of the most cruel and insane emperors in the history of Rome. Although Nero was not Claudius Caesar's biological son, he would still have received all the affection of Claudius as father and his mother, Agrippina.

Nero assumes power as an emperor at the age of seventeen, after Claudius's death. At the time, the young man tried to maintain a good government, balancing politics and the economy.

Emperor Nero went insane when his own mother tried to usurp his power so that his biological son could take over Rome. This was the cause for Nero to surrender completely to insanity, hedonism, rampant cruelties and addictions.

The emperor ordered the murder of his mother, his lovers, his relatives and potential successors of his office. Nero turned away all of his potential enemies and was paranoid about the idea of being usurped. As an escape valve, he gave in to debauchery. In addition to huge orgies and bacchanals in honor of Dionysus (Bacchus), he tried to entertain the public in different ways, participating in circus races, reciting verses in theaters, dancing and playing flutes in presentations. These attempts often failed.

Under Nero, Rome would have known the climax of



moral and political disruption. People began to suffer thanks to poor decisions, both personal and political.

In July of AD 64, Rome suffered a major fire. After six days, two thirds of the city was left in rubble. It is said that Emperor Nero ordered the fire for the purpose of building a palace complex, since the Roman Senate had denied the request for expropriation for the work. There is still a version, conceived by Christian novelists who, attributes the fire to the emperor's insanity, claiming he set the fire to be inspired, poetically, and to be able to produce a poem, like Homer when describing the Trojan fire. Some claim that while fire consumed the city, Nero contemplated the scene and played his lyre.

The rumor that spread quickly was that Nero really would have had it set on fire to enjoy the amazing spectacle. To dispel suspicion, Nero blamed Christians, Gypsies and other non-Roman citizens. With Nero, the great persecutions of followers of Christianity, gypsies and foreigners began. Men, women and children were arrested and sentenced to the worst tortures. Christians were beheaded and crucified. The "lucky ones" were thrown to the beasts, at Circus Maximus in a show that aimed to appease popular anger

After the fire, the emperor began a major project to rebuild the city. Nero confiscated property for the construction of his palace, the Domus Aurea (Golden House), which occupied, with its gardens, an extensive urban area. The costly building was covered in marble and decorated with gold, semi-precious stones, ivory and numerous details that drained the empire's finances at the time. Conspiracies within the senate arose, accusing the emperor of crime against his country and Nero's reign ended in AD 68, with his suicide.

## Differences Between Vampire and Real Life

In real life we understand that vampires are a pure myth, created as scary legends for people to distance themselves from a type of behavior or people. Centuries ago, vampires were treated as diseases, curses, sinful men and many other myths.

In Vampire the Classical Age, these creatures of the night really exist and dominate the world by shadows. This book tells precisely this part of the scenario, in which the world is much darker than imagined. Rome is actually a den of politics among vampires who ma-

nipulate people behind the curtains to satisfy their desires and fight wars of unique convictions.

In Vampire the Classical Age, vampires have been around for a long time and dominate most of the civilizations that influenced history. There is no hope in this scenario, only despair and death for those who are prey of one of these creatures.

Although this did not happen in real life, in this story, Nero went mad after discovering that vampires inhabited the Senate of Rome and controlled everything from the shadows. All attempts to assassinate him were initially under the command of vampires. Nero initiated plans to fight these creatures of the night and the fire was one of the ways created by the emperor to end this plague completely. Vampires engage in a political dispute against the emperor, who increasingly strengthened the city in order to control the vampires themselves, but his arrogance in wanting to fight against supernatural creatures did not make him think he would have lost before he even started. Welcome to the Vampire the Classical Age.

## What is this Book?

Night creatures that awaken after sunset to end the life of humans, all in order to satisfy their relentless hunger. As stated, in this scenario vampires are part of the ancient world, located in 62 AD, at the height of the Roman Empire and Nero's hedonism. Naturally, vampires are monsters who have had the pleasure or displeasure of receiving eternal life, but there are some questions about their existence that are important to know before entering this story.

*Vampires die in the sunlight.* True. Sunlight turns vampires dust. The sun causes the complete destruction of these beings.

*Vampires are unable to get through running water and garlic repels them.* False. These are myths, and very few vampires still affected by running water or garlic.

*Vampires are harmed by religious objects or crosses.* This is usually false. However, there are humans capable of exercising their faith with such power that they can ward off vampires, or even hurt them.

*Vampires die with a stake in the chest.* False. However stakes paralyze vampires so that they can only react once the stakes are removed.

*Vampires have the strength of 10 men, are very fast, can command animals, and can charm people.* Partly true. In reality, older vampires do this and then some, but it takes time to learn these abilities. Their powers are truly stunning and can cause problems or make their goals much easier, yet age alone can define how devastating such powers are.

*Vampires have sex.* True. Especially in the Roman Empire, where former emperors have already held parties in devotion to the god Bacchus (bacchanals). It was very common for vampires to mix and take advantage of carnal pleasures to get blood. Vampires don't care so much about sex, but use it as tools to win people over. Although some newly transformed vampires have not yet forgotten their mortal desires.

## A Distant Origin

Although not common to humans, the concept of the first vampire, Caine, was already somewhat common to vampires. Its creators played a fundamental role in protecting this knowledge.

In AD 62, Christianity grew more and more within the Roman Empire, but the idea of a single god still seems foreign to most Romans. Religious conflict increases within the Roman Empire as polytheism is in increasing danger of losing its place to Christianity.

Nonetheless, among vampires Caine is already a household name. Although given different names by different clans, the idea of a Dark Father has always been side by side with vampires. The name usually given to these descendants is Cainite. This reflects the origin of vampires.

Caine, the first vampire, created new vampires, the Second Generation. Each Generation counts as a successor generation to Caine: his direct progeny is the Second Generation, their progeny are the Third Generation, and so forth. The Third Generation are the fathers of the various vampiric Families.

## The Embrace

Every vampire was once a human. These humans become vampires through the process called the Embrace, wherein a vampire drains all the blood from a human and gives the mortal a sip of his own blood. The human is then reborn as a Cainite. Henceforth his appearance will never again change.

The vampire can be considered an undead, since his organs do not work, his heart does not beat, the blood in his body is used differently and he does not need to eat or drink anything other than blood. As time passes, a young vampire will learn to use the powers of his condition, based on his vitae, the Cainite blood.

## The Hunt

Every vampire has a unique style and strategy for hunting. There are those who like a good fight and prefer to use their losers as a trophy. Others prefer to intermingle with humans, during debauched nights so that they may feed without their prey ever realizing. Still others prefer to feed only on animals and not distance themselves from their humanity. Regardless, the hunt is something unique and mandatory for every vampire. The experience they cultivate after each hunt is unique to each.

When a vampire bites a human it causes a sensation of extreme pleasure. This is called the Kiss. This can be a great weapon in the hands of a seducer, after all vampires must find ways to leave their victims vulnerable and drain them. Only some vampires have the displeasure or bad luck to give an extremely painful kiss, different from a seducer. After all, vampires must find ways to leave their victims vulnerable and drain them.

## Contents

Were you are at this moment.

### Chapter One: Blood Descendants

Introduces the concept of what it is like to be a vampire in the glorious Roman Empire, bringing a more complete presentation of the scenario.

### Chapter Two: Aristocracy and Poverty

Clans, or Families as they are called in the Classical Nights, descended from Caine, are detailed. Some lesser known bloodlines are also described.

### Chapter Three: Philosophies and Thoughts

Ways that vampires have found to keep their distance from the Beast, their inner monster that con-



sumes them every night. These Philosophies precede the Roads presented in *Vampire: The Dark Ages*.

## **Chapter Four: Character Creation**

How to create your character, presenting concepts that you can explore and how to include a character within the plot being narrated.

## **Chapter Five: Gifts of Blood**

The powers and abilities that vampires can have, from the most basic to the most powerful.

## **Chapter Six: Order and Chaos**

These are systems for narrative and how to solve problems in game.

## **Chapter Seven: System and Dramatization**

How to create engaging narratives and more with interesting ideas to use in your game.

## **Chapter Eight: Narrative**

Chapter eight describes ways to create your stories within the ancient world, in different parts of the globe. Ideas for narratives are also presented.

## **Chapter Nine: The Empire**

Describes the history of the Roman Empire, complete with details of the Cainites who rule its nights.

## **Appendix: Merits and Flaws**

Merits and Flaws for your characters and other interesting features for them are described.

### **Note**

This book was completed based on content already written by White Wolf, so some texts and abstracts, belonging to the systemic part may be the same as those of other editions such as *Vampire the Masquerade* and *Vampire the Dark Ages, Twentieth Anniversary Edition*. The story was also influenced by the events already described in other books, as a way to create coherence in the Vampire scene and make the game more receptive to new and old players. Any similarity is not coincidental.





# CHAPTER BLOOD DESCENDANTS

“To the Neonates, let them learn the rules as they really are. To the Elders, let them remember before their final death fulfills this role.”

- Ishaq Durk-Ham, The Judge

**Survive.** This is the word chosen for the nights of a Cainite. The oldest used to delight in the sparse domain of humans, showing a clear superiority between vampires and mortals. However, this is not your case, not at the moment.

You will start as a rough stone shaped and sculpted by its creator or by the Cainites themselves who find it until it becomes a rare jewel. There are those who say that there is no room for errors, there are those who say that the world is too dark and without mercy. In my view, everything is a matter of adaptation.

## The Embrace

It's clear, isn't it? I believe you know that you must have died. Your killer is your master and in order for you to become a vampire, it was necessary for you to die.

The reasons why Sire's embrace new vampires are varied and depend on each breeder. There are those who do this for fun. There are those who create to teach, as a way to make up for the lack of some inner feeling. There are others who embrace to use the skills and resources of their offspring. In any case, your creator had a good reason to embrace you.

Still, in Rome, there is no respect for humans and many vampires raise newly embraced ones like weed crops. Maybe I'm overreacting, but you will understand why. The Empire is at its peak and some Cainites think this is a wise idea. No. Honestly? It is not. Having a Neonate

requires attention, value and respect. There must be respect for death, even if after death, eternity is the next step. Before I say a little more, I think it is interesting to situate you. Have you ever noticed what you are?

## Vampyrecentrism Definition

1. Ideology, or doctrine, according to which the vampire, generally descended from Caine, is the center of the universe, of everything, being surrounded by everything else;

If there is a mistake that many Cainites make, it is thinking that they are the center of the universe. Yes, believe me, it happens a lot. But it happens because vampires don't know each other and know little about what they are. This is probably your current question, am I correct?

In the past, the Greeks used to call us *vrykolakas* and recently the Romans have called us *striges* (monsters). Although many used us as the aspect of the philosophy of perfection that they themselves developed with our help, over the centuries. We vampires were once examples of paintings, sculptures and even some of us have been mummified in ancient Egypt. We have always been a better version of humans. We have always been evolution and that is perhaps why many vampires die: For them, immortality means invincibility. This is not true, as we have our own weaknesses.



Even so, this does not prevent us from being faster, stronger, more resistant and socially unshakable. We have powers, which we develop over time. We have capabilities that no other being could dream of. However, in order for us to use them, it is necessary to drain blood from our victims.

I believe that the condition of immortality is only possible if we steal vitality. We cannot survive without human blood. We are weak without it and because of this, we have become the predators of history.

Immortality only happens when we steal vitae from humans, as I said. Powers only happen when we do the same. There is no escape. But although we have our weaknesses, we remain resistant, even without supernatural powers. We are almost immune to disease, we are perfectly resistant to injuries, although we may feel pain. We do not need to eat or drink and this is a great step forward, as it saves time. It is much easier to drain someone than to cook.

I think you can tell, right? The advantages and disadvantages. The truth is just one: You can't do everything a Cainite wants without draining humans or animals. Believe me, it is possible to live drinking animals, although I do not recommend them.

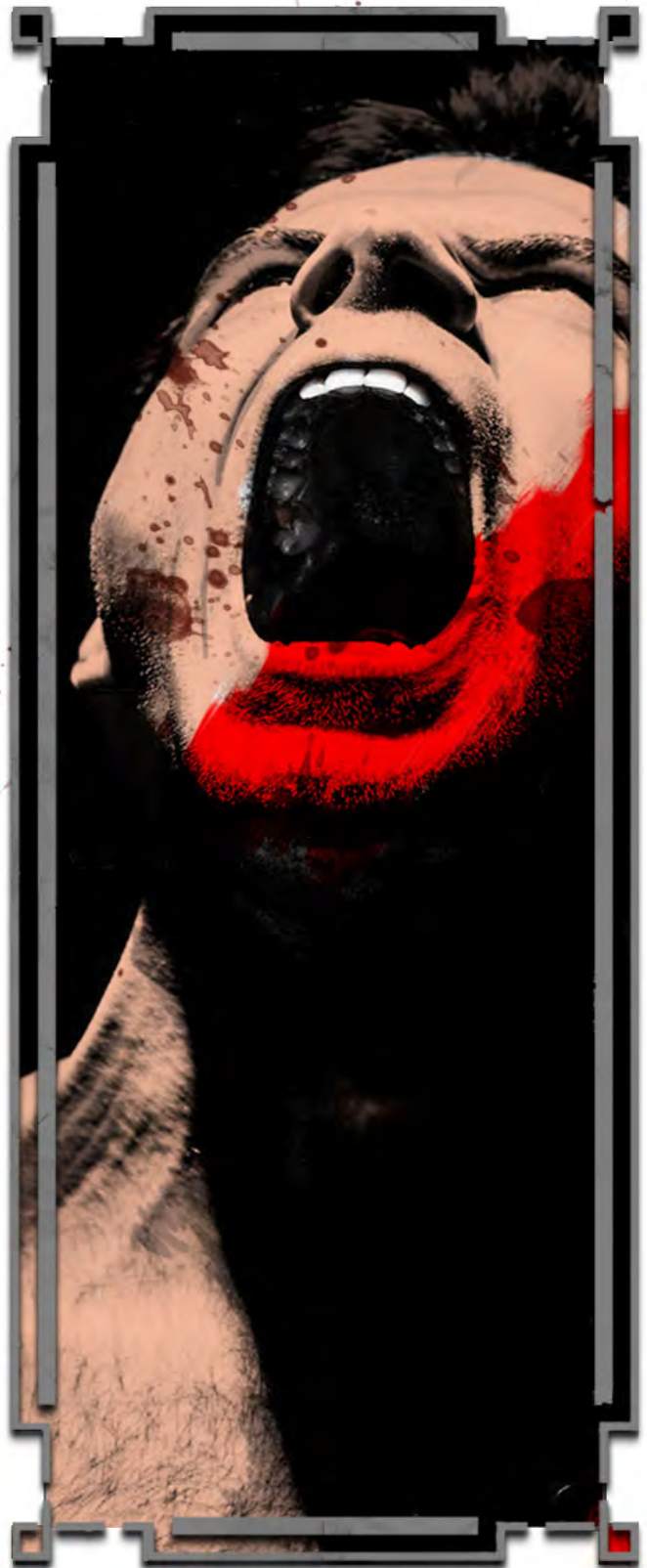
Any type of blood can feed us, even our own. But I believe that this is a crime liable to death and I would not like to go on talking about feeding on our brothers.

Even with advantages and disadvantages, we have one of the worst. And I believe that all humans also have such, they just don't explore it. Nordics succeed, they are a rarity. Those who exploit them are called berserkers. I mean the Beast.

## **Be the Beast or the Beast will be You**

Well, I was saying about one of our biggest threats. Yes, threats. I don't understand why or where this story started, but we have an internal Beast that is always very present.

Every night, the Beast curses us. She takes control when we don't eat. It is she who takes control when we feel threatened and even at times when we fight.



Often, we become slaves to our beasts, needing to feed ourselves at any cost so that it does not take over and perform atrocities.

Yes, the Beast does not have this name without reasons. It is known like this because when we are under its effect, we become complete inhuman animals that only think about tearing up the first target that comes forward and feeding on it.

She is your worst enemy and your best ally. It can save you or destroy you, like a double-edged sword. And you can never predict how you will wake up the next night if you allow her to take control. It's like rolling a die and waiting for the number you want to drop. It will hardly happen. If it does, congratulations, you're lucky.

## Families e Bloodlines

Well, it's obvious. To maintain ourselves, we need hierarchies. We need to create respect from the youngest to the oldest.

In ancient times, we used the term "Descendant". If someone asked you, as a vampire, you would probably say that you belong to the descendants of Toreador, Ventruue or any other that did. But this was even before the Roman Republic. Today, Neonates tend to be families and I fear that the term has changed because of Roman families. Patricians like to use family names to be represented and of course, we often accompany humans and they also accompany us. A few vampires have used the terms "clans" to refer to their families, although it is not commonly recognized as a correct term.

Either way, you always belong to a vampire family, descended from one of her creators. Your family reflects on how you act like a vampire, most of the time. It reflects the type of teaching you will have and how you will live with others of your kind. This implies that there is always an older and a younger one, which we call successions... No, this is the old term, forgive me. We currently call it "descendant". See how things are reversed. I will use an example: If someone asked me my origin in the past, I would say that I am the child of Justinianus III, who is the successor of Malkav. Today, I have to say that I am from the family of Malkav, a descendant of Justinianus III. Things change, don't they?

Well, that's the way it is. Don't rush, Families come later. If I can be right about something, it is that the term "bloodline" has never changed! That is, there are always filaments of families, vampires who detached themselves from their initial concepts and created their own, these are called lineages. There are contrary cases, but if I explain here, you will be confused.

Every family is considered a family because it has a creator. This creator is one of the closest members of Caine, the First of All Vampires and every creator is a member of the 3rd generation. Remember I mentioned that? So, it's them. Malkav is a creator of my family and I am proud to know this, as I know that I am far from ignorance. You will understand later.

## Age

If we are separated by families, we should have a way of recognizing hierarchy, right? Well, age then comes into our mind. Everywhere you go, you will almost always have an older vampire and you owe him respect, otherwise he will cut off your head and give it to the dogs.

Simple and fast, isn't it? Older vampires are known to have the strength of ten men, to be faster than wolves and to have bear resistance. It is almost suicide to face them. At least while you're young. Of course, you don't have to face them in deadly combat, you can play dirty politics and use your pieces against him. But remember that he also had time to collect his pieces and they are probably more numerous than yours.

Even so, there are always vampires who don't conform to leadership and don't even care about their age. There are others who understand that being under the leader is bad and want respect from everyone. For this reason, they decide to play politics. This leads us to something known as the generation war. This conflict is precisely when a younger vampire decides to confront the older vampire and take his place.

There are several ways to confront. Whether through deadly combat, politics or creating tangles of manipulation to make it fall into your web. What you should know is that it usually goes wrong. Cainites who passed a certain age did not get there without reason. They are there because they are smart, smart and insightful. They have avoided countless confrontations, played these same games and were the best of their time.



This implies that these Cainites also belong to a higher hierarchy than ours. Yes, we have hierarchies and we have our own policy with important positions and categories for a city. But let me finish with the age of a vampire.

## Fledgling

This is you. The newly embraced person usually does not know anything with anything, as soon as he has met other Cainites, he is still like a frightened child about to be surprised when his toy is stolen. Yes, these are very easy to deal with and they probably walk alongside their creators, called Sire.

## Neonate

Neonate is the name we give to vampires who have passed the stage of fledgling. They must be around thirty to seventy years old, out there. Knowing the rules well, they are expected to know how the political game works, but not quite.

They are usually the front line. If an older vampire commands, they do. If there is someone to charge, they charge. If there is anything to seek, they seek. Yes, it looks like human servant work, but in our world this is how they are treated. They do the simplest services, after all that's what they can do, isn't it? Neophytes are great soldiers, ready to be sacrificed in

wars. Make no mistake, as Neophyte vampires are still better treated than human servants, called Ghouls.

## Ancillae

The ancillae are somewhat above the neonates. They must be over a hundred years old, but they still have a long way to go before they become elders. They already have a certain amount of power to delegate missions to the youngest, to create situations within the political games and have the status to exercise little authority. I can say that the ancilla is the teenage son that the father lets him taste some wine to know that it tastes good, but when the son decides to take the bottle, the father takes it because he is not ready. Funny, isn't it? These vampires are like that when treated by elders.

Usually, they no longer need the support of their Sire and have some independence. Their creator starts to act more as a counselor and tutor than as a caregiver who needs to watch every step so that nothing wrong occurs.

## Elders

We got to the most boring part. Yes. Elders are boring. I consider myself boring. To begin with, we are over three hundred years old. An elder is the one who passes his third century, only then can he



be considered an elder. For that, it is necessary to make good use of its centuries.

We usually spin the wheel. We influence young people and we control most positions. I'm being very sincere here, my dear. You know, this is because none of us wants to have its place taken by a younger vampire. We took a long time to get where we got to, we had intense nights of struggle and we achieved what we have today. It would be a lot of ignorance on our part to easily allow someone, without deserving all the effort we had, to take our place from night to eternal night.

Think of the centuries and tell me if you would not do the same. Or rather, if you are still used to the human scale of life, think of a merchant who spent thirty years of his life investing in his business to reach an eighteen-year-old Patrician wanting to buy his property for the cost of bread. I'm sure the revolt would be great.

## **Mathuselah**

This is a term that I cannot say whether it is old or new. I only know that there really was a man named Methuselah, of whom they claim to have lived more than nine hundred years. This guy is said to have appeared in the beginning of time and was a great opponent of the vampires of back in the days. Since the beginning of mortal and immortal times they have been at odds. Believe me, I'm not kidding.

It turns out that vampires who arrive at this age are hardly among us. I don't understand what happens, maybe they can't take that long. Maybe they're going crazy or just get sick of it all. Methuselahs are extremely old and powerful vampires, who could destroy us in a snap. I never saw any of them and I don't even want this. They are punitive and have no humanity in them. The minds of these beings must already be so twisted with the weight of the ages that I can hardly imagine what they could do if they were bored and angry with someone.

In any case, the Methuselahs are above us elders and those who decide to get involved in political games dominate us. I don't say easily because when you're an elder, you have the potential to strike back at the punches you take with nonlife, but they have the potential to deliver more destructive attacks. Getting involved as the enemy of a Methuselah

requires preparation and intelligence.

## **The Lineages and Successions**

I believe that the time has come to explain what "generations" are, as I mentioned before. Some tend to correlate generations by age and this is understandable because the myth of Caine is very old, so his closest generations would also be. You must understand that there is a middle ground in this regard, because if a 3rd generation vampire embraces a 4th generation today, he will still be a member of the 4th. Although he is younger, this does not mean that he will be super powerful. As I said, power comes with age, most of the time.

Something I can say is that in some way the generations imply the potential of their power. Yes, the closer to Caine, the more powerful you can become. They say that the further away from Caine, the thinner our blood will become and the weaker we will become. I can see that, in fact, this is true. I have already seen another member of the 5th generation acting and it is stunning.

## **The Second Generation**

There is no need to quote the First Generation, after all we know that it is Caine. However, their direct childer, the Second Generation are more powerful as the family's creators. To be honest, no one knows exactly what happened to them. They say that in the past, we all lived like kings in one of the first cities, called Enoch. I don't know the location of the city, although I would like to find out. They say that there is a book, with a black cover, called Scriptum Sanguine or Librorum Sanguine. I am looking for this relic, it reveals great mysteries of our past and there is evidence that most are true.

These were direct descendants of Caine. There are reports that they were like living gods, who were in charge and everything they wanted happened. They dictated the rules. But at one point, a flood came, strong enough to destroy the city and everyone together. Soon after that, they never appeared again.

It turns out that Third Generation members survived and raised Families, like their descendants. They taught them what they could and were absent.



## **The Third Generation**

Third generation members are the creators of the families, as I told you. They are one step ahead of the Methuselahs and are known as Antediluvians, precisely because they came since before the flood. They are believed to be more than three thousand years old. My creator once said something to me and always told me about his enormous level of power. They are almost as powerful as the members of the Second Generation.

There are those who say that these are the main vampires that move everything. All disputes are conflicts that they generate to reach each other. I suspect this. For me, everyone is in deep sleep, resting and bored with the current world. Another name that we usually call ourselves is “Autarkis”, living up to their status. They probably hide many, many secrets from us and will never reveal them. For your own reasons.

## **The Fourth and Fifth Generation**

These are almost direct offspring of the clan creators. Some even took their places, not literally. But there are members of the 4th generation who claim to be direct representatives of the wishes of their creators. These are very important pieces. They are even too powerful and some of them are still leaders of domains frequented by Cainites.

These members are very old and the vast majority pass the common age of a Methuselah. Some can be two to three thousand years old. It is impressive to meet a being of such an age. Their presence is terrifying and most of the time they are vampires of attitude. If they wish, they go there and do it.

## **The Sixth and Seventh Generation**

These are some of our offspring. They are old, but not as old as fourth and fifth generation vampires. Most members of the Sixth Generation are four to eight centuries old. They were generated, I believe on purpose to be part of the great and ancient civilizations. Greeks were on the rise eight centuries ago. Many Cainites and thinkers left, with a revolutionary thought for the time. The Greeks really were striking.

It is more difficult to find a Seventh generation member at that age, although it is possible. At the time, members of the Sixth generation were pawns. And members of the Seventh generation would still

become newly embraced. It is possible to say that the members of the Seventh generation have an average of two to four centuries. And there are still many that are being generated. They made it more common than us, members of the Fifth Generation.

## **The Eight and Ninth Generation**

The members of the eighth generation are the current ancillae. Most are almost two centuries old. Few go beyond this. They are our main pieces to perform the services that I talked about before. They are not very different from humans in power levels and some may even die to mortals. There are members of the Eighth generation who are in trouble, a lot of trouble.

The Ninth generation is already bordering on the ancillaries a little weaker. Most are leaving neophyte status and moving to ancillae. They are also pieces and, like the ancillae, they are even weaker. They can die easily.

## **The Thin Blood**

Some say there are vampires with thin, thin blood. Particularly, I have never seen, nor do I believe it to be real. I've seen Tenth generation vampires and I already consider them blood weak, although they say there are more generations besides them. They would normally be members of the Eleventh generation onwards. They are very far from Caine and are extremely fragile. I don't understand why the eighth generation lords allow their young to have more successors. It's nonsense!

Currently, members of the Tenth generation are divided between neophytes and newly embraced. Some are under thirty and barely know how to walk with their own legs. They are not at all powerful and stumbling around the corner of a street can mean your death.

## **Kindred Control**

I have my theory. I have noticed that from time to time something happens and maintains the balance of the generations of Caine. There are so many millennia passing that theoretically we should already be in the Fifteenth generation. I believe that the members of the fourth generation control everything. There is population control. I've been called crazy about this. Nobody believed it. Honestly, I hope I'm wrong.

My Sire has already told me that there is an average of 1 vampire for every 50 thousand people. The most distant cities can have 1 for every 100 thousand, if

they reach that. The vampire population is very varied and in very small towns there may be only one vampire dominating everything. I have also been informed that, among these older members, there is a theory that the oldest must rise to destroy everything and everyone. All because when they awaken from their deep sleep, the Beast takes over their bodies and none of them has control over themselves. However, this theory should only happen on the day when weak blood is common. The most superstitious elders often believe that the coming of weak blood is a problem for all of us because of such theories. Some even forbid their descendants to proliferate precisely because they think something terrible like this will happen. It's just superstition. As I said, age drives them crazy.

In my view, everything I said is based on my theory. If there are many vampires, we will have a lot of weak blood and with them, the end of time is approaching. Probably older vampires are manipulating behind the shadows, trying to carry out population control on vampires. They know that weak blood is a danger and will not be subject to allowing their reign to end in an apocalypse. Sooner or later the centuries define who dies and who lives. My research indicates that we are not far from another cut or filter, which will say who should live or die.

## The Traditions

We have our own rules. We call them Practices or Traditions. These have become increasingly common. Although "Tradition" is a recent term.

Nero, the current Emperor of Rome is apparently aware that vampires exist and this has driven him insane. The elders and I are also afraid that we do not know what Nero intends to do to stop us and that is why we are strengthening the idea of resuming our Practices. Humans may be weaker, but they are numerous and when they come together, they attack us during the day. If this happens, there is nowhere to run! We are returning to ancient traditions, but I believe that there will not be enough time to avoid retaliation by humans.

Apparently, such Traditions are written in that book I quoted, *Librorum Sanguine*. Which implies that all of them are millennial, although some of them are forgotten with the passage of time. Vampires tend to become very accustomed to the treats

they conquer over the centuries and, because of this, fail to respect them. This results in their deaths, not only at the hands of humans, but even at the hands of other Cainites.

## In Prima Legis In Quantum (The Legacy)

"Your blood makes you my Childer, mirrored in my image. My curse is yours, and my salvation is yours. I stand before and above you as god-ruler. I am the way, my traditions, my alliance. Renounce me and renounce all hope."

- Told Caine, to the younger ones

The first Practice that we have is millennial. It has always existed, since the creator of my creator. You must know your origin and where you came from. That is why we already knew who Caine was even before the idea of a Christian God.

Some Cainites use this law to show that age matters and must be respected. Usually the cities belong to the older ones and the older he is, the more right he has over it. This is often a strange policy and usually happens when there is no leader there. Nowadays, with such a tradition, it is enough to say that Methuselabs are more important than us and of course we tell that to the youngest too. Things repeat themselves, don't they?

My Sire used to say that in ancient times there was not so much respect for dominance and nowadays, vampires have never been so respected even by their elders. In the past, if a vampire desired dominion and was older, you would either willingly surrender or die.

## The Second Legis On Dominion (The Domain)

"Your domain is your entire responsibility. All others owe you respect while they are in it. No one will be able to challenge your word while in your domain."

This is Tradition responsible for making respect for the domain mandatory. If a domain has an owner, it must be respected. My creator did not explain to me why it was created, but I suspect it is because the younger ones started to revolt against the older ones while they were at war with each other.



Whatever the real event, this Practice exists to maintain order. If you are in a domain that already belongs to a Cainite, then you must respect the laws there. You owe respect to the Cainite who is the leader of this domain. If a vampire has declared himself the owner of this domain and has started to impose the rules, whether by power or “popular vote”, then the rules must be respected.

Some vampires demand the introduction of the youngest to the leader of the domain and the introduction of foreigners. This has become more and more common, so as soon as you step into the city, you need to immediately look for one of the local leaders. Do not forget that respect for the domain also implies that the word of that Cainite, aka “Owner of the Domain” is law. Respect the rules.

### **Tertio Lex ab Liberi (A Progeny)**

“Only with your elder’s permission will you generate another of your kind. If you create another one without your elder’s permission, you and your progeny will be sacrificed.”

This is one of the Practices that has also existed for millennia. Since ancient times the Sire’s maintained this rule as mandatory so that their offspring would not make mistakes.

This rule implies that before embracing any other vampire, you must ask permission from your master or the owner of the current domain. This is because if you make a mistake and start killing humans in an attempt to turn them into vampires or some funny guy believe that embracing several humans just to harm the owner of that domain is a legal idea, they will be punished for not following this law.

Understand that Embracing is something very important for vampires. At least in the past. Rome has grown so much that some have lost that notion. Raising someone for no apparent reason is a serious crime compared to older people. Transforming a human without valuing the life that was exchanged for eternity is disrespectful to that being. Not that life is important, but because there should be respect for your child. You must be prepared to mentor him, so that he knows what he may or may not become.

Vampires have a very serious sense of tradition and

breaking one of them can lead to death. Depending on who is enforcing the law, of course. There are vampires who do not respect some traditions and leave almost unharmed physically, but pay a price for it. Nobody wants them around. Set Followers are one of these, for example, but even they need to have their own rules. In a super-populated, mortal world, rules are necessary to keep us existing. A price is paid for eternity and this price is the danger of existing.

### **It Quantum legis ab Officium (The Accounting)**

“Até que tua progênie seja libertada, tu os comandará em todas as coisas. Os pecados de teus filhos recairão sobre ti.”

“Your child is your responsibility, and if your child has errors, these are yours too”, perhaps this is why many Cainites have no interest in embracing another vampire. They don’t want to take responsibility for anyone, especially at the risk of being punished if a newly embraced one makes a mistake.

Even we elders can suffer from the consequences of not respecting our own laws. It is bad for our image and the respect we give to others. This is important for you to learn to educate your children well, so that they never embrace and abandon them.

### **Quinta Legis Prope erit Interitus (The Destruction)**

“Thou shall not destroy another of its kind. The right of destruction belongs only to your elder. Only the oldest of you will call for the Blood Hunt.”

This Practice ... I believe it is one of our greatest weapons against vampires who break the rules. Those who do are in danger of being destroyed without the slightest fear. It is one of the traditions most feared by the youngest because they know that unlike the others, this was never and will never be forgotten by the Cainites.

Younger vampires are not allowed to destroy another of the same species and only older vampires can. If an elder makes good use of this resource, neophytes should have reason to respect it, as they will know that it complies with the rules.

As I said, our means are bloodthirsty, otherwise



none of us will respect the rules. I believe that the power goes up to our head and this turns us into arrogant egoists. The more power a Cainite has, the more dangerous and true it becomes, because the power of revelation is your true “me”.

### **Non Sexti Rufi Legis Puer natus est exsanguis (The Silence of Blood)**

“Thou shall not reveal your true nature to those who are not of the Blood. To do that is to renounce your Blood rights.”

In my view, this tradition is what has made us exist for centuries. Nobody knows about our existence because of it, or that is expected, right? Although it has been forgotten over the centuries.

It seems like a cycle: in certain times, especially those of danger, we follow the Practices to the letter, without errors or space for forgetting. But when we think that everything is under control, we forget about it and become who we really are. From centuries to centuries this movement is repeated, until humans forget our existence again and we make the same mistakes again.

Perhaps my theory of population control can be refuted simply because of this. We are the control. Recently, I have seen the political movements of the Roman government and things are not going to be anything good. Believe me, many are underestimating the fear of humans today, but when they strike back, they will stop calling me crazy.

### **The Hierarchy of Cities**

At this moment, we come to understand who keeps the Practices active and respected, to whom we owe respect and how we organize ourselves in city nights. There are positions and these are respected. There are responsibilities, and each of us honors them in whatever way we can.

Not all positions have the same names from city to city and some have their own positions with different appointments. It goes from the region. Some cities have only a single position, one that dominates the city. While this makes it much less practical, it works for really small cities. Capitals like Rome could never have just one Cainite in charge. It would be a waste of potential.



## **Pater Patriae ou Imperator**

Starting with the Imperator or Pater Patriae. This is the one that has the most power within a city and is generally expected to be the oldest there. Imperatoris are maintainers of their domains. Without them, order could be poorly respected and hierarchies would be weak. Although Pater Patriae is usually the oldest in the city, it may happen that he indicates his young in his place so that he can pursue his own goals. For a while, the calf will need protection until it can sustain itself in the city efficiently or will need the help of other elders, even if it takes a while for this to happen.

There are many cities that give Imperator complete power, while others risk a democracy among vampires, as in the case of Athens, Greece, and others that have more than one Imperator, as in Byzantium. There are said to be three Imperatoris over there.

There is no limit to what Pater Patriae can and cannot do. It is like a Roman emperor himself. If he abuses his rights too much, he may end up like Julius Caesar, but if he abuses too little, he can be usurped. It is a somewhat targeted and dangerous job that makes its owner walk as if on a tightrope. Among the elders, the term Pater Patriae is commonly used, as they were present when the Camilla, Imperator of Rome proclaimed itself the first Pater Patriae. The youngest people know the position and call it Imperator.

## **Consule ou Quaestor**

Consules are Imperator's right arms, especially when they are absent. Quaestor usually takes power when Pater Patriae is away. They can exercise the law and gain equivalent power temporarily, but they can never think that they are superior to the local Pater Patriae.

When the Imperator is present, he organizes the meetings within the Elysium. After all, often, with the proper authorization, he represents the Imperator's word, being able to take some actions on behalf of the Pater Patriae. Some judgments, minor decisions between Kindred, application of punishments and other duties. Any decision made without the Imperator's permission can lead to discomfort and loss of office.

The name Quaestor was applied by the youngest as a perspective form, since the position among mortals implies collecting taxes. And this is very frowned upon.

## **Primogenum ou Senator**

Senatoris are usually the representatives of each Family in that city. Every city has an older representative, someone who knows exactly the traditions of that of his lineage who understands the essence of his family. These are speakers of their families and will represent the wishes of their lineage when necessary.

Usually, clans that are very populous within a city tend to need a Primogenum. In small families, there is not as much or the same importance, since the smaller the amount of vampires in the city, the smaller the representation of that family there. Usually these vampires are part of the Senate, formerly called the Eternal Senate. Because of this, vampires came to call them Senatoris. The most traditionalists still maintain the custom of Primogenum. After all, using the name Senatoris guarantees a double meaning to your words while talking close to mortals.

## **Custos Senatiae**

The Elysium is a meeting place for the Kindred. Every city should have one. In some places, the Elysium is called the Coliseum, in reference to the grandiose monument being built in the city of Rome. That's where the biggest gossip happens, that's where there are political and diplomatic meetings and even some decisions are made. The Elysium is a place of peace and one of its main rules is that regardless of who he is, Elysium must be respected and peace must be maintained. Offenses or threats can even be exchanged, but inside an Elysium, your guardian will be there to prevent physical confrontations from happening.

This is the role of Custos Senatiae. Costs must command respect so that other vampires know that if they decide to break the rules, it will be there to ensure compliance with them. In theory, Custos would have a lot of power within Elysium, and could even expel or punish those who do not respect the place. In practice, this does not always happen. If Pater Patriae breaks Elysium's rule, perhaps the Guardian will not resolve it physically, but politically, convincing other elders to strike a "coup d'état" on it.

This is a dangerous position, as the vampire is always subject to physical conflicts and that can get him to dust in an instant. There is always a tension in being in Elysium, especially when enemy families meet. Naturally, to escape human scouts, vampires named Elísio as Senate, hence the name "Custos Senatiae".

Do not expect that Custos will always be at first sight. When you least expect it, it will be behind you ready to lead you to final death.

## Immune

While Imperator makes the law, Immune enforces it. Immune is the vampire that surrounds the city, walking through alleys, less frequented areas, bars and abandoned houses, trying to maintain order in neutral or dangerous territories that are not under the eyes of the Pater Patriae.

In every city, there is always a Cainite breaking rules and Immune is responsible for finding these and enforcing the law as it should be. Immune has such power granted by Pater Patriae himself and for this reason he can be a Kindred of great influence, if he knows how to use the resources he has in his hands.

## Algoz

Some say that Algoz is the “Immune helper”, but I don’t like to refer to them in this way. It would be demeaning the position too much. Algiers are responsible for destroying wanted or criminal vampires. Pater Patriae usually grant these vampires this right so they can streamline the law, without much bureaucracy.

Immune often needs to bring a vampire to trial, or even judge him, sometimes reminiscing about Traditions and giving the criminal a penalty and Algoz doesn’t need it. He can just come to a criminal and give the sentence, right now. As much as it is a free position and some Algozes abuse their authority, it is still dangerous. Very insubordinate vampires can be too powerful and sometimes an Algoz is in trouble. Usually Algoz is a position known to the elderly and with some effort Pater Patriae manages to hide the fact that there is some Algoz in the city, for the purpose of surprising the rule breakers.

## Exsecutor e Recipe

These may be the two smallest jobs to be found in some cities, although they are not to be underestimated. Recipe are dangerous vampires because they run information around the city. They are responsible for making lies become truths. They exchange, spread and sell information all the time. If you have an enemy like Recipe, make it up or soon your fame will be compromised. Recipe can have so many contacts that creating fake stories is not difficult.

Meanwhile, the Exsecutor is the one who does the dirty work for the Imperator. It is not exactly considered as a position and few know it. If someone starts talking badly about a Pater Patriae and overnight, suddenly disappearing, it was probably the work of one of these. They keep their hands dirty so that the Imperator has his hands clean. Normally Imperatoris make their own arrangements so that Exsecutoris can keep serving them.

Although this function has fallen more and more into oblivion, after all some Algozes are more powerful and achieve better results than Exsecutoris. In addition, Exsecutoris sometimes charge dearly while Algozes serve not only Pater Patriae, but Senatus in general. Intelligent Imperatoris can see many features for Exsecutoris, even if it is wandering around making the Imperator’s no-da easier to deal with. In some cities, this position became a servant of all Primogenum, without anyone knowing for public enemies to be eliminated.

## Flagellum ou Praeceptor

Perhaps this is the easiest function out there. These vampires are responsible for hunting other younger neophytes who break the laws and teach them the rules. Sometimes a neophyte has not been formally introduced and needs to learn by other means. While those who were introduced to the rules and still break them, are executed.

Praeceptoris perform this function: Educate and punish the badly educated. Some of them end up meeting, from time to time, more powerful vampires, who embraced 8th generation offspring without the permission of the Father of the Fatherland. In short, its function is to educate and “control” the birth of vampires. Do not forget that Flagellum is restricted only to neophytes and that is precisely why the name Flagellum was given by them in a perjective way, since they were tired of being indoctrinated. Older people see them as educators, so the name Praeceptor is still used.

## Myths of the Cursed

I know that this has been clarified before, but it is always good to return to some subjects, after all doubts arise with the passing of the information that I tell. Myths have always existed and I will explain some of them here.



## Caine, the Dark Father

It must have been clear that Caine was the First Vampire. The Dark Father built his empire during his endless nights, creating the other members of the second and third generation.

Most scholars among us claim that Caine not only became the first vampire, but this happened as a punishment, because he was the world's first killer. Somehow it is in common agreement between the older vampires and the scholars that The Dark Father has become the First of us.

In his story it is said that after being cursed, he wandered through the Lands of Nod, meeting creatures from the most powerful to the weakest and even creatures that seemed not to belong to our plan. There are also rumors that he embraced some humans and these were called Enoch, Zillah and Irad. It is said that Caine built the First City with them, called Enoch. There, they ruled embracing other vampires and that they generated the well-known third generation.

It is for this reason that I wish to find such Scriptum Sanguine writings. They say that the book is purely a myth and that it does not exist. In my view, it exists, but it is hidden in the hands of some selfish vampire. There are rumors that Caine himself wrote that book.

Caine left after a while and no one saw him again. Other theories say that he will return either to save us or to punish us. Unfortunately nothing is confirmed and perhaps only members of the third generation know the true version of the story.

## The Unnamed God

In ancient times we called the one who cursed Caine "The Unnamed God". Today, Christians are calling him just God or Almighty. Some believe it is an omnipotent and omnipresent creature. Even the conscious, who knows everything about everyone and controls everything, watching from the skies. The Hebrews revere him as Yahveh. Some claim that it has several names.

Unfortunately, I missed the opportunity to meet Jesus, the Christ in his glory time. Those who saw him said that there was an aura of peace so powerful in him that even the most powerful vampires could not even approach. Although I did not approach, my sources told me that they caught a glimpse of him

when he was walking along Via Crucis, dragging his cross while the Roman people and army treated him in the worst possible ways. I fear that a divine presence would have saved him, or sent their guardians on his behalf. To this day, this was one of the only ones that got my respect. There are suspicions that he was a powerful wizard, but talking about wizards will be for later.

Nothing is confirmed as to whether Cain was really cursed or had achieved his powers alone, although the versions that say that Caine had been cursed make more sense with this God. I say this because being The Father of Darkness as powerful as they claim to be, capable of destroying anyone, only someone superior to him could curse him.

Another fact that leaves me wondering is how humans have heard of this name, the name of God over the centuries. I doubt that Caine would have mentioned it to any human he encountered. It would be unlikely. The most recent example, as I quoted Jesus the Christ, was one that almost made me believe in this God. It would not be possible for someone to be so convinced of something that does not exist. Until then, for me, only the Roman Gods existed. I still have a lot to debate and find out about my religious thinking.

## Generation

As has been said before, we have the generations and the closer to Caine, the more powerful a vampire becomes. Its vitae is more concentrated and power is enhanced in many ways. But this does not mean that it necessarily reflects a reflection of the vampire's age, only his closeness to the Father.

We usually count the First Generation as Caine, then their first child as the Second. So, his "grandchildren" and so on. But it's just a number, when you get straight to the point. It is not always elegant to ask the generation of a Cainite, it may seem that you are influenced by the Amaranth tale and want to steal its power. Avoid this type of question if you don't want trouble.

## Amaranth or Diablerie

This is the term used for when a vampire drinks completely from another vampire until his death ... However, it is not that simple. The Cainites say that one way to approach Cain's vitae is by committing Amaranth.

Amaranth is one of our biggest and most hateful sins. It is one of those that vampires even refrain from talking about or can be misinterpreted. Especially because we recently witnessed the death of a 4th generation member, Amarantha. It is not known who it was until today, but everyone knows what happened. This act involves one vampire drinking the other, but sucking even his spirit, conscience or soul. It is as if you feed on that being, devouring something more than simply draining the vitae. It is a horrendous act and anyone who thinks of doing this will be marked forever as a traitor and will be hunted down by others of our brothers, with the punishment of true death..

## **Golconda**

Just as there are vampires who believe that politics and manipulations are everything, there are also those who have found another way of living in search of salvation.

Golconda is little known, but is said to be a state of enlightenment, of purity that a vampire achieves. The members of the Salubri family usually believe that they reach Golconda, search for or have its secrets. It is a pure myth. Almost no one knows anything for sure and most of those who know little do not speak. Nobody wants their neophytes to know a possible salvation and to make up stories for others to try to free themselves from the Cainite condition.

In my view, Golconda is necessary. In a world full of disgrace, we need hope. Someone needs this, because it becomes the strength for that individual to survive every night without giving up.

It is a necessary evil, although it is still a secret for many of us Kindred. I, as a member of the Malkav family, believe that it would be interesting to donate this knowledge to young people and let them test whether it is true or not. I am an enthusiast of the secrets of the world and I would definitely like to meet you.

## **Important Curiosities**

### **The Elysium**

We were never peaceful. Often, we vampires disagreed a lot, which makes Elisio a recurring need, including the Guardian.

There have always been conflicts between families, be-

tween vampires in different positions and hierarchies, and to prevent the Cainites from taking the initiative to resolve their conflicts in punches and kicks, the Elysiums were created. Among the Orientals, Elysiums are known as "Heaven". Pure bad taste joke.

Whether Heaven or Elysium, this may have been one of the best ideas ever created by an Emperor. I mean, because the Elysiums have become a huge space for vampires to remember their pleasures with humans and even socialize with other Cainites.

Large banquets and festivities are held within the domains of Elisio and many Cainites appear to exchange information, sign agreements or meet the youngest. Elders use these places to leave their dens and experience new air. In times of tension, banquets decrease, but they never cease to be held. Everyone who can follow the rules has a lot to gain in there as it is a neutral space and allows any Cainite to enter.

## **Lextalionis**

Lextalionis is the name we give to the set of laws that are applied to those who decide to break the rules. Do you remember when I mentioned about Practices and Traditions? Lextalionis is the consequence of breaking these.

Lextalionis can only be summoned by the oldest vampire in the city, usually the Father of the Fatherland, and this is part of the tradition of this set of laws. Even Primogenes are forbidden, being able to summon only Blood Hunt against other vampires. After all, Lextalionis is one of our almost millennial laws. This was created as soon as the Romans took shape and stabilized the Republic. Even among the Greeks it did not yet exist. So it is already a rather old law and it has been working steadily. Each century that passes is perfected.

The consequence that Lextalionis imposes is often quite straightforward: criminal vampires are executed. There are no excuses, there are no second chances in most cases.

## **The Blood Hunt**

When vampires break laws, Blood Hunt is summoned. There are Imperatoris who insist on calling them for small reasons, which takes away their credibility. It also doesn't mean that Imperatoris are supported blindly by other vampires. There should generally be a clear reason for the hunt to take place.



The Blood Hunt involves many resources after being summoned.

The aim is to execute or capture the fugitive and bring him to trial. Generally, a Blood Hunt can only take place with the permission of the local Imperator and if another vampire performs one of these, it will likely be punished as well. Severely.

Some Imperatoris create private troops of ghouls to hunt other vampires. This implies that they will be well trained, receiving the best weapons and the best resources. Disgusted ghouls can gather forces to destroy their contractors. Imperatoris or whoever they are need to be careful not to placate the fury of their servants and wake up saying “good morning” to the sunlight.

## Damnatio

Once captured, there are several forms of punishment judgments that we Cainites create for those who break the rules and those that can be used in the most varied ways. Imperatoris tend to be the most creative in giving punishments, such as placing someone attached to a brick wall and removing a brick each day so that the sunlight burns it gradually.

Usually the punishments come from the most varied and really serve as a mode of execution. If the Cainite admits to being guilty of the crime, he will then be directly executed, otherwise he will have to survive one of these punishments. Only then will your freedom be guaranteed.

- **Trial by Combat:** The Kindred is placed to face the accuser. In case an Imperator is the accuser, then he will face a champion chosen by himself. The fight lasts until one of the two falls. Sometimes, some diableries can happen accidentally, so some Cainites believe that this form of punishment is purposeful, coming from an Imperator who believes he is smarter.

- **The Trial of the Beast:** The Cainite is thrown unarmed in an arena and has to face beasts like bears, wolves or tigers, who were fed by the Cainite vitae and turned into ghouls. If you survive, you are considered innocent.

- **Ares Punishment:** The vampire must run along a path that may be on fire or hit by various hot objects, such as torches or pieces of iron heated by fire.

Generally this is the most punitive and causes death.

## Religion

In Rome, the religious fight is powerful. There are cults of all kinds emerging, although the three main ones are Christianity, Mithraism and Roman Polytheism. Because of this, religious diversity can be very large, especially in the West, where Rome has conquered the most diverse peoples both in culture and in beliefs. Normally anyone could have a religion in Rome, as long as they paid tribute to the empire.

Vampires believe that religion is a great way to establish themselves among humans, creating huge herds of mortals to feed and achieve political power through religion. When acting as a priest, manipulating mortal minds is a great weapon.

## Calendar

We know several time and date formats. For the Romans, the years began to be counted from the founding of Rome, so in AD 62, Rome would be 815 years old. There were no Christians before Jesus was born, and the calendar was only divided between Christian and Augustus when Jesus was crucified. Besides, when Rome was still a kingdom, the Romans borrowed parts of an archaic calendar, invented by the Greeks. The calendar consisted of 10 months, in a year of 304 days.

The Romans seem to have ignored the remaining 61 days, which fell in the middle of winter. The 10 months were named Martius, Aprilis, Maius, Iunius, Quintilis, Sextilis, Septembro, Octobru, November and December. The last six names have been removed from the words for five, six, seven, eight, nine and ten. Sources say this calendar came to be used around 753 B.C. This was known as the Archaic Calendar.

## Calendar of Pompilius

Around 715 BC, the Roman King Numa Pompilius added Ianuarius and Februarius to the calendar. This made the Roman year 355 days long. To make the calendar roughly correspond to the solar year, Numa also ordered the addition of a month called Mercedinus every two years. Mercedinus was inserted after February 23 or 24, and in the last days of February they were moved to the end of Mercedinus. In the years it was inserted, Mercedinus added 22 or 23 days to the year.

## Julian Calendar

Julius Caesar once again transformed the calendar, bringing adjustments to the year. Even before him, the Romans increasingly felt the need to coordinate their lunar year with the cycle of the seasons and established a rudimentary solar-lunar system, introducing a new month, Mercedonius, in their calendar every two years, whose duration was 22 or 23 days. Thus, there was a year of 377 days and another of 378 between two years with 355 days. The average every 4 years was 366.25 days, 1 day more than the tropic year. Meanwhile, Mercedonius intercalations started to be made according to political interests and the Pontiffs lengthened or shortened the year according to their needs to remain in power. At times, there were so many confusions that the beginning of the year was about 3 months ahead of the season cycle.

When Julius Caesar took over the Roman Republic, the calendar was changed once again. Caesar noticed that there was a big advance. Therefore, Julius created two more temporary months so that he could turn it into a solar calendar. Thus, the Yulian Calendar was adopted, adopted in 45 B.C. In this calendar, the month Quintis was renamed Iulius and contained 31 days while Mercedonius was replaced by Februarius.

## Augusto's Calendar

The Roman Senate decreed that Sextilis should be renamed Augustus, because during this month the emperor Augustus Caesar ended the civil war that was desolating the Roman people. And so that the month dedicated to Caesar Augustus would not have fewer days than the one dedicated to Julius Caesar, Augustus started to have 31 days. This day was transferred from the month of Februarius, which had 28 days in ordinary years and 29 in leap years. Also, so that there were not so many months in a row with 31 days, the months of September and November were reduced to 30 days, changing to 31 days for October and December. In AD 62 or 815 Rome, the months were defined as follows: Januarius, Februarius, Martius, Aprillis, Maius, Iunius, Iulius, Augustus, September, October, November and December. Currently Rome uses Augustus' calendar, keeping the count of years according to the creation of Rome.

Each month was dedicated to Roman deities. Januarius belongs to Divinity Janus, Februarius pays tribute to Februa Divinity, Martius appeals to Divinity Mars, Aprillis honors Divinity Apollo, Maius is reserved for Jupiter and Iuno is dedicated

to Juno. The deities pay homage to their respective gods and many of the celebrations held in Rome were held during these months.

## Enemies and Adversaries

We all have many enemies and outside ourselves there are other supernatural creatures as dangerous as ourselves.

## Hunters

Although they are not so common, there are always humans who find out about our existence or are part of an internal sect trained to hunt us.

On these nights, Nero has been investing quite a bit in private hunters to search Rome during the day, so it has been dangerous. Apparently the Emperor is a little smarter than most.

## Lykánthropos (Werewolves)

Creatures without any sense of consciousness or humanity while they are transformed. In my view, meeting with one of these is a way to know your death in a simple and quick way.

As humans, they are even rational, but when they transform, it is impossible not to run away from them. And the strangest thing is that it is not as the legends say it is. They don't need moonlight. At least they are seriously injured by silver and fire.

I risk to say that the moonlight myth was only invented and known because probably some humans found them especially at night, when these who? they were hunting creatures like us. Yes, some of them hunt us! And when they are in their wild form, they kill everything they see in front of them. Again, be careful, child.

## Faes

Fairies are always present among mortals and vampires. Unfortunately they insist on meddling in our business, because in addition to being eccentric they want their own space in human politics. I do not know how to understand his reasons, because I never talked to one in a way that was not harsh. Apparently they like to show humans that they really exist. They are somewhat human-like beings with humans, and it is often difficult to notice them. They can deceive us very easily, I would say that only a Ravnos or a Kiasyd can be good at identifying them. I don't know where



they come from or when they come from, but since I understand myself as a vampire, I occasionally find one of them out there.

Because they are eccentric, you can try to notice them for strange behavior. They look like humans although their scent is more attractive. The difference is almost imperceptible for the most inattentive, but for observers, there will be a different scent. Usually the perfume varies with the aroma or odor that each one likes most. I believe it is a supernatural protection.

Fairies are not necessarily our enemies, but they can be. Usually we can try to negotiate, do services or ally, although they are very smart and making pacts with them is certainly a bore. Sooner or later you will be deceived and they could be worse than demons.

## Mages and Sorcerers

These are really dangerous. If you do, avoid contact or your head will catch on fire before you can think. I don't understand them and I have no idea what they are capable of doing, but they move their energies in an almost unique way. And they make anything they want. They are generally calm, until they discover that you are a vampire.

## Lemuriosos (Ghosts)

I don't know much about these and I would like to avoid. Because they are invisible to me, I don't know what they are capable of. I will recommend a tip I received from a member of the Cappadocian family once: Don't mess with the spirits and they won't mess with you.

## Daemones (Demons)

Demons are a mess for all of us. Nobody knows what they are, although they are really very powerful. They inhabit mortal bodies and like us try to infiltrate human politics for their own purposes. It is difficult to identify one, after all they are born deceivers, but perhaps by observing hedonistic and surreal behaviors for mortals, you can identify one of them.

They like to make deals and pacts. Avoid, as you will surely find yourself at a dead end. Don't underestimate them. You may also identify them by sensory powers. For some reason they are always with us, seeking to corrupt us. Stay tuned, as they can be your best friends or worst enemies.

## Lexicon

There are common terms created by the Kindred in a way that can help with knowledge and organization about how each term works. These are created and renovated a few centuries.

## Older and Common Nomenclatures

- **Amaranth:** Act of drinking another vampire's vitae until it is completely consumed. Also known as Diablerie.
- **Ancilla:** Name given to Cainites who are at least a century old.
- **Autarkis:** Cainites who are not part of the main Family conjunction, or the Family Creators.
- **Algoz:** Term used as a reference for those who hunts or kills criminal Cainites.
- **Beast:** Internal impulses that transform the kaine into a vitae-draining monster.
- **Blood Bond:** New appointment given to the Vinculum.
- **Bloodlines:** Name given to the descendants of the direct families of Autarkis. Also called Lineages only.
- **Cainite:** Everyone who is a descendant of Caine.
- **Fledgling:** Term used for a newly embraced Cainite.
- **Families:** Group of vampires who share the same physical or social characteristics.
- **Domain:** Name given to a territory belonging to a vampire. Called by older vampires from Dominium.
- **Embrace:** The act of transforming a human into a vampire through the elder's vitae.
- **Elysium:** Name given to the meeting place for vampires, usually cultural or interesting places.
- **Exsecutor:** Term used for one who executes the laws between Cainites.
- **Elder:** Cainites who are at least three centuries old.
- **Ghoul:** Term used for humans who drank blood from a Cainite and obtained supernatural characteristics from it.
- **Generation:** Name given to the descendants of Caine.
- **Guardian:** Term used for the position of the one who protects Elysium. Also called Custos.
- **Hunger:** Name given to the need for food, in this case, vitae.
- **Hodierno:** Archaic name given to newly em-

braced and Cainites less than a century old.

- **Immune:** Name given to the protector of city laws.
- **Jyhad:** Name given to the war caused between Cainites.
- **Kiss:** Name given to the act of drinking blood, from anyone.
- **Kindred:** Name given to Cainites
- **Lextalionis:** Term for the set of laws that an Imperator uses after breaking a Tradition.
- **Librorum Sanguine:** Book of the Cainites or the Tome of the Vampires, which explains its intriguing origins and characteristics. Also called Scriptum Sanguine.
- **Neonate:** Recent appointment to Hodierno, after the arrival of Christians.
- **Practices:** Term used to represent the Cainite traditions in our era.
- **Pater Patriae:** Name given to a Cainite who claimed a place, taking control and dominating it, imposing the laws and rules of the Cainites. Recently called Imperator.
- **Praeceptor:** Name given to the position of vampires who educate younger vampires in the law or execute such young vampires who choose to deliberately break the law.
- **Quaestor:** Name given to the vampire who directly assists the Imperator and assumes this position in times of absence.
- **Recipe:** Name given to vampires who work exchanging information.
- **Senatus:** Term used to refer to the council formed by the oldest vampires from each clan in the city and who serve as representatives of their family.

Also called Primogenum. In the past, they referred to themselves as Senatus Eternus.

- **Sire:** The Creator of a vampire.
- **Strix:** Archaic name given to witches and Cainites, during the Roman Empire.
- **Vinculum:** The most powerful bond that can exist, which can create slavery for those who have it. There is a mystical power that binds a vampire to the bond, which is most often unbreakable.
- **Vetusto:** Archaic appointment for Elders.

## Note

Not all names mentioned here will be used when reading. The objective itself is to quote each of the terms used to facilitate the understanding of the scenario described and even to use them on occasions during games.

Some terms belong to the archaic terms, living up to how vampires could deal with each other. However, the main objective of the book is not realism, but an alternative scenario of what the great Roman Empire would be like if vampires acted behind the senate.

While reading, you may come across current terms such as the term “Vampire”, which originated only in the last few centuries. However, the writing is done in order to facilitate the understanding and understanding of the scenario. Feel free to use the terms in your games.









# CHAPTER II ARISTOCRACY AND POVERTY

“Educate children so that it is not necessary to punish adults.”

- Ptagoras, the Philosopher

Vampires claim to be superior to humans, but they see and behave like them in many ways. One is precisely the Families, recently called Clans. Now you will begin to understand who we really are and how we are divided. Had I already said about the number of families? Not? There are thirteen families of Cainites. As well as thirteen Antediluvians, members of the 3rd generation.

The Antediluvians, known as Autarkis, continued the line of Cain and millennia later, here we are. We, the ones who run the Empire through the shadows, without necessarily knowing other humans. Or they are expected to not know.

## Who we Are?

First, I believe that there must be a conception about our families. It is something simple, although the younger Cainites believe that we can only treat ourselves as a family in relation to the number of Cainites belonging to that one.

Truly, every Roman family has a patron, the provider of the same. It is no different with us. Our vampire families have their own providers, members of the 3rd generation. That is how we define a group of vampires to be recognized as a Family. In practice, it is as if this testifies that you have “noble blood”. Although patrons are not present, there is always an older child that looks after the family. It does not mean that it is known or frequently seen by other members.

All families are distributed in different ways, with different ideologies, challenges, behaviors and completely different goals. All members have their own visions of

what the world should be like and some have even tried in vain to achieve them, with the support of their family.

This investigation of the “noble blood” leads us to conclude that just as mortals establish hierarchically established dynasties, we also have families that are or are not of a certain social class. In human society, there are patricians, aristocrats and commoners. They are different functions, importance, classes and representations of society. The same is true of us. The behaviors among us are also very similar, as a patrician is hardly interested in sharing power with the commoners. With us, the same cycle of classes is repeated.

## The Social Hierarchy

We copy mortal society. It is true, unfortunately. As much as we Cainites are somewhat superior to humans, we cannot underestimate them and mirroring mortal society is a way of infiltrating them. Perhaps it is better this way, there is no room for the weak among the winners.

The definition of Aristocratic Families are variable. While the definition of Patrician Families is very well defined. I say this because in a vast part of the Roman Empire, there is a pattern, but when we leave the Empire and meet the barbarians or Bedouins, the rule changes. As long as you are close to the center of the Empire, make sure that this “vampire-social” pattern remains, but the further you get away, the more variety you will see. It happens because the Patrician domain loses strength as we move away from Rome. Being the largest empire in the world, we must admit that it is a somewhat complicated power to maintain.



If you are near Rome, you should note that the Patricians are the Ventrue, the Toreador, the Lasombra and the Malkavians. You will also notice that among the commoners are the Brujah, the Nosferatu, the Ravnos and the Gangrel. You may be wondering where the other families are. They exist, although they are so absent near the center of the empire that I don't even think it's fair to mention them now.

What you should keep in mind is that the social hierarchy is just as important for vampires as it is for humans. If a vampire belongs to a low-class Family, that is, a commoner, then he will hardly rule anything within that city. If he belongs to a caste, like the aristocrats, he may even run and stand a chance. But if you are a patrician, you will certainly be very involved in Cainite politics.

Among the Cainites, the Family you belong to completely dictates your participation within vampiric politics. Whoever was embraced to govern will be among the greatest. Whoever was embraced to suffer will be among the worst. This is the law of politics in Rome. Not unlike mortals, is it? Vampires are as competitive as they are mortal and when it comes to a Toreador, noble, dealing with a Nosferatu, a commoner, the offenses and expressions of disgust certainly appear.

Since we have established our concept of Aristocrats and Commoners, I think things have become clearer, haven't we? Whenever you are visiting other regions of the great empire, try to understand who really dominates the region and then you will have your answer quickly, simply by meeting the families. Each city tends to be different from each other, especially outside the center of the empire. For this reason, metropolises may have unique stories in which a clan considered "low" would be exalted.

There are usually Families that are eternal enemies, while others are political allies. Know how to analyze the current behavior of each family and you will be able to master the pieces of your game. If you know what each one wants, how they behave, their fears and fears, you have them in your hands.

## Who are The Families?

### Patricians

Bearing in mind that vampires are competitive and that they are very inspired by mortal society, it can be concluded that Patricians have the best rights among vampires, do you agree? Laws are enforced and designed from their point of view. The rules often favor you

non-lives and many benefits are acquired free of charge without the least effort.

Within the Empire, the Patricians are predominantly politicians. Both mortals and vampires. They can participate in full force in the meetings dictated at Elisio without even being invited. They can move through most territories without an Immune stopping them to "check security". And often, his word has more weight than that of other vampires. In short: To be Patricio is to have rights that others do not have.

- **Ventrue:** Some believe that every man has a function from the moment he is born. The Ventrue believe that their role is to govern. Its creator was one of the most proud and arrogant of the thirteen clans. He claimed to be the "Chosen of Cain" to rule vampires at the ascension and often used this as a reason to command other vampires. With the disappearance of Ventrue, the name given to the Autarki of the Family, the Family Members began to reflect their behavior, believing that this is what Ventrue would like to happen.

Millennia ago, Ventrue members were educated in the same way. Since the fall of the Second City, they have infiltrated from empire to empire, dominating political forces to command mortals the way they wish while commanding vampires alike. They dictate that they are protectors and bearers of vampires, so they act in this way.

Most cities in the Western Roman Empire have a Ventrue like Pater Patriae. They usually act with an iron fist, turning everything into a political game where only they have a large part of the rights and aid among vampires. When someone disputes the word of a Ventrue, it is certain that gossip happens inside Elisio for weeks.

- **Toreador:** Although known as the Family of Artists, Toreador are as involved in politics as Ventrue. However, the most simple and delicate form. Toreador do not always demonstrate that they are true leaders. They like prominence, at the right time.

In addition to their social skills, the Toreador believe that their patron was of priceless beauty, a complete artist and perhaps the best in history. Their works were created to mark the world to the point that whoever looked at them would be permanently impressed by such magnificence. Because of this artistic influence, Toreador were born. They are extremely attached to mortals and live among them, remaining "empathic"

with human society. Many Toreador are part of mortal society precisely because they like the feeling of human pleasures.

- **Malkavians:** In Rome, behind every successful Ventrue, there is a visionary Malkavian or vice versa. The great denotation of the Malkavians is that they are an enigma. Before the fall of the Second City, the Malkavians were the Family that saw reality as it really is. They can somehow see details that we don't see. Some believe that Malkav, its creator is the real culprit of this, when he tried to understand the reality and went insane.

When Rome grew up, the Malkavians began to work for the Ventrue. They acted as oraculists and adventurers, who managed to predict the future in some way. With the exception of politics, Malkavians work very well in religion. They become great priests and are captivating enough to snatch many of the faithful. Although their true ability is a mystery, Ventrue, Toreador and Malkavians need each other. The Ventrue does not have the empathy and subtlety that a Toreador has, however the Toreador does not have the command of a Ventrue. And they both lack the gifts of a Malkavian. Because of this, a command triad is often created, with the Ventrue, Toreador and Malkavian Families working together to maintain their power in large cities.

- **Lasombra:** While the Ventrue are the "fearless brother", adored and full of glory, Lasombra are also. In a different way. The Lasombra Family was never content to obey the Ventrue. Lasombra believe that their Family must be in charge and that is why they have always sought their position. They believe that the Ventrue positioning is foolish, stupid and too crude. However, their involvement with mystical witchcraft, known as the Abyss, makes them too intimidating to be social. So intimidating that in the past, they acted as pirates in the Mediterranean Sea.

Today, Lasombra has been conquering many political and religious territories in the empire. Unlike the Ventrue, they noted that the real power is in belief and not just politics. Because of this, they began to dispute religious positions with Malkavians, seeking to establish their power much more than simply political. Although the Triad is usually organized by Ventrue, Toreador and Malkaviano, nothing prevents a Lasombra from taking the Ventrue's place, but never working with them.

## Aristocrats

Although not necessarily involved in politics, Aristocrats may be interested in it. They have a vote of

confidence that gives them credibility anywhere they can go. Aristocrats are like merchants in Rome: Sometimes they attend an important meeting, they are invited on most occasions, their opinions are welcome and wherever they go they are well received. As such, they can gain influence if they wish, without much effort. It is like a trader who wants to become a patrician.

- **Tzimisce:** Their position in the empire could be somewhat better if the Tzimisce were not so attached to their territory. For some reason, the Carpathians are your real home, your homeland. The reason for this is unknown, but they are extremely bairristas, fighting endless wars against other supernatural creatures of the Carpathians.

Tzimisce have a specific power, which allows them to shape the mass of mortal and immortal bodies. Which makes them extremely dangerous. In the Carpathians and the East, the Tzimisce are extremely influential, being part of the Patricians. In the West, they are Aristocrats. They say that they create entire families of mortals, involved by the Blood Link, maintaining themselves in power through the slavery of mortal will.

- **Followers of Set:** Setites are the Family that has the most enemies, which makes them Aristocrats and Commoners in some places. This is because their beliefs say that vampires are not the creation of Cain, but the creation of Set. This debate lasts for millennia and because they work in favor of the beliefs surrounding Set, the Setites are completely detested.

In the Middle East, Egypt and Africa they can be considered Patricians. There is their homeland and they have lived since the Second City. His political position there is equivalent to that of a Ventrue in the empire. After all, Setites are heavily involved in Egyptian religions, working abruptly to increase belief in Set.

Unlike any other Aristocratic Family, they are not well liked or well received wherever they go in the West, but they are so adept at manipulating that they manage to make most vampires forget their existence completely.

- **Salubri:** Among all vampires, Salubri are the ones who have remained intact for millennia. There is no one who hates the Salubri but their enemies, because their creator Saulot has sworn that the Family would protect mortals and Cainites from themselves.

Their presence in the cities in which they pass can bring



the resolution of many conflicts, as they seek peace. They are expert healers as well as avid warriors. The Salubri are not so involved in politics, although they may wish to. Their reason is noble, after all, there are bigger reasons to exist than to fight eternally in Jyhad.

- **Cappadocians:** As much as they are misinterpreted, Cappadocians are not mere thieves or Necromancers. They study death so they can understand the process mortals and Cainites go through when they cross the other side. They are the only ones able to get involved with spirits without too many problems, as they know how not to displease them.

Cappadocians have been searching for answers for millennia for their creator, Ashur, who is seen as a visionary within the Family. Ashur is the most active Autarki after Saulot. He mentors his elders and lives among the Cappadocians in the Ercyies Mountains. Obviously, this is information that the clan keeps under lock and key... Wait. Forget that part.

Currently, Cappadocians have started to help Christians to escape persecution, giving space and help with whatever they need. This is one of the few acts of kindness that Cappadocians have done in millennia. It is believed that its creator became a Christian, after great revelations and for this reason he taught his clan to have compassion for others. Perhaps the presence of the Christ I quoted earlier is a major influence on such a decision.

## Plebeian

Plebe don't have space when they want, but when they can. They are hardly respected, often treated with indifference and excluded from political games and decisions. Whether out of hatred, out of blows that the vampires themselves did, or out of the ability to relate to mortals, commoners hardly receive any help. If possible, the Patricians strive to see them suffer.

Participating in city politics as a Plebeian is extremely difficult and requires great effort and willpower on the part of the vampire. Nobody will want to hear it or see it, and often members of this caste are especially excluded from even the most trivial meetings of Elysium, still being accused of misconduct for "not attending the call of the Pater Patriae".

- **Assamite:** Members of Assamite are especially dangerous. In the past, they were known as hunters and specialized in the arts of hunting and lethality, even from other vampires and supernatural creatures. The reason

for not being Patricians or Aristocrats is the result of wrong decisions that the Family made while its Autarki was absent.

The Assamite were not so involved in politics until the Peloponnesian Wars, when they were called to participate in defense of Athens, Greece. With much effort, they left there almost destroyed and since then they have tried to recover the lost strength of the Family.

In the past, its creator, Haqim was known as The Judge of Traditions and the Second City. Thus, the Assamite were trained to follow the path of honor and to defend right and wrong. So the Assamite still try to maintain a fair position even when they are down. Some internal rules and traditions of the Family were gradually shaped, as a way to recover their lost power. Today, many work as mercenaries for Aristocratic or Patrician members of the empire. There is nothing to prevent them from being Aristocrats in the Eastern part of the Empire, their homeland.

- **Brujahs:** If the Assamite fell for helping the Brujah, the Brujah fell for having made too many enemies. Their passion for their achievements caused them to fall into internal and external conflicts, leading Carthage to destruction. The Brujah are a very passionate family, really attached to ideologies, changes and revolts. It is said that this behavior of revolt was acquired after the fall of the clan.

A few centuries ago, the Brujah were known as a Family of Philosophers, who ruled the Phoenicians and the destroyed capital, known as Carthage. At the time, their conflict with Ventrue led them to a grand war, depriving them of any benefits guaranteed by the Patrician class. Today the Brujah are completely disorganized and without strength, looking for some way to recover what they once were.

- **Gangrel:** If the Brujah are commoners because they were too passionate, the Gangrel are part of this caste simply because they don't care about anyone or anything that doesn't bring them any benefit. This primal behavior is part of this Family because since the beginning of time, Gangrel have lived outside civilizations, looking for tribes and villages to establish themselves or even nature itself.

Because they are very attached to their internal Beast, Gangrel do not like civilization. The great expansion of the empire helped them to be called Plebe. Clearly the lack of consideration for Gangrel is due to the fact that they do not recognize other leaders such as Toreador,

Malkaviano, Ventrue or even Lasombra. Only theirs. In Rome, many were taken as slaves, being forced to serve the Patricians for their innate ability to survive the most extreme conditions and for their unmatched primitive instinct, learned by millennia away from civilization.

- **Nosferatus:** Known as the “Plague of the Imperium”, Nosferatu are not and have never been accepted among Aristocrats or Patricians. Their hideous appearance, guaranteed by their singular curse, has forced them to remain hidden from civilizations since the beginning of time. Nosferatus lived in caves, hidden, feeding on creatures or mortals who strolled unsuspecting through the forests.

Their time in caves and in the woods made them develop an expert skill in stealth and hide, so with the advent of civilization and the creation of sewage systems, they started to live in cities, but underground. Nosferatu often live in great connections of tunnels and caves that extend beyond the sewers beneath the metropolises.

The exclusion of Nosferatus from any other political, social or religious milieu made them unite like no other Family has. Today, the Nosferatu work together as brothers and rarely betray each other’s trust. They are excellent informants and keep secrets under the ground that even the most mystical Cappadocian could not see through death.

Due to their lack of contact with the world above, the Nosferatu have become the most populous Family, making mass Embraces to meet all their needs. This made them the most populous of all families.

- **Ravnos:** If in mortal society there are outcasts, criminal or malicious, in vampiric society, Ravnos are taxed in this way. This behavior began a short time ago when the Family split between Ravnos who wanted to follow traditions and those who did not.

The rule-breaking Ravnos’ behavior caused the Family to be hunted constantly, to lose its votes of confidence and to be excluded from political events. They are known as deceivers, although they have a very complex and interesting philosophy about life and existence. Appearances are deceiving.

Meanwhile, the Ravnos have been working with Families belonging to the Plebeian. Whether for some form of mercenarism or for good motivations, they sign contracts with Brujah, Gangrel and Nosferatu to unite to destroy their enemies and pursuers.

## Kindred Rights

Vampires have rights within their own society. Some receive more, others less, and most don’t even really know about these rights. There are Imperatoris who follow them and there are those who do not. This may or may not provoke the vampires’ ire. Do not think that evoking a right will necessarily compel a vampire from another social caste to do his will. As with humans, rights are often denied among Cainites.

Benefits and Rights were created by Roman vampires who aimed to make life easier, especially for their families. For this reason, Patrician vampires may claim all rights while others have some of the rights only. Ghouls cannot claim any rights.

Among vampires, any of these rights can be evoked in Elysium or with a high-status vampire. For a character to know them, an Intelligence + Occult roll (difficulty 6) is required. Family Culture allows the character to automatically know about these rights.

Naturally, if a Pater Patriae or a Cainite Well Known recognized by Pater Patriae decide not to accept any of these rights, they can. Although he commands a domain or serves Pater Patriae, his fame can be undermined after many declined requests. Primogenum members can interfere with requests from vampires of the same Family when they wish.

- **The Law of Transition:** This right can only be proclaimed by Patricians. Depending on the Family, Aristocrats can proclaim the Law of Transition. In some territories, the passage of vampires from certain Families can be completely barred. With the Transition Law, Patricians can move through domains without suffering direct punishment for not presenting themselves. Usually this right is evoked when confronted by an authority in the city. Summoning Transition Law only works for vampires who are transiting between cities, but not vampires who are staying in a metropolis.

- **The Law of the Hunger:** Hunger plagues mortals as much as it terrifies vampires. Any member can proclaim the right to food in any Elysium they attend. This allows a vampire who does not know how to hunt or who is in a state of hunger to be fed by the local Quaestor. This right can only be evoked with extreme need, as in the case of vampires who can go into a frenzy of hunger. This Right can be used free of charge only once within a city. Then, favors will be charged in exchange for food. The



vampire will need to work for Quaestor if he wishes to be fed frequently.

- **The Law of the Word:** The Law of the Word was created by a Pater Patriae Toreador who believed that even the Plebe should be heard. Any member who, in some way, is ignored or excluded from a meeting can evoke the right to speak to both give his opinion and to know what happened during the convention, provided that all Families in the city were involved in this meeting.

- **The Law of Defense:** Several vampires, unjustly accused of committing crimes, were executed without even having the right to a defense. Aristocrats and Patricians can evoke it. Only the most belevolent Imperatoris allow members of the Plebe to evoke them. This right allows a vampire to define what his judgment will be and leaves room for any high-status vampire to show benevolence in leaving him or not choosing someone to defend him. Before or during a trial, the vampire may proclaim the Law of Defense, but he must present valid arguments as to why he deserves such a defense. This right cannot be granted to vampires already condemned.

- **The Law of Education:** This Law works best for Neonates and any Sire should teach it to their young. The Law of Education allows a vampire to evoke when he wants someone to explain vampire traditions and laws to him. Some cities have different laws and if a Neonate evokes the Law of Education, older vampires will have to answer their questions.

- **The Law of Safety:** Aristocratic neophytes and defenseless plebeians can claim the right to security only once. Security law allows vampires of high status to provide some form of protection to defend another Cainite in need in a situation of risk. This Right can be proclaimed with Pater Patriae, Consule, Primogenum and Immune.

Naturally, this Right cannot be proclaimed to deal with a Blood Hunt or a persecuting Algoz, but against an adversary, an apparently suicidal mission or any other danger may be justified. Patricians can summon this right whenever they wish, although abusing such knowledge is never a good idea. Aristocrats have a limited number of times, while the Plebe can evoke it only once per city.

- **The Voting Law:** Within an Elysium, Patricians have the right to vote without having to evoke it. Aristocratic members need to evoke this right in order to vote. The commoner is almost always inhibited from being able to vote. Obviously, Voting Law allows the vampire to give his opinion on a matter or vote within Elisio. This vote counts as one and the vampire can use it whenever he wishes, depending on his caste. Some Imperatoris can increase the value of that vote according to the instance, in which one vote can be valid for two or three. The importance of the moment and the vampire who is voting will define this. Sometimes Patricians naturally get their votes high simply because they are from a high class.

- **The Benefit of Family:** Whenever he is helpless, a Neophyte can ask for help from his Family in Elysium. This can be used to obtain a refuge, resources, lackeys, information or anything else in mind of the Neonate. Usually, only Patricians receive this benefit. Aristocrats are unlikely to receive any help, as a Custos or Quaestor will not always want to call the Family of the vampire in question. The Plebe is never helped, under any circumstances. This assistance is not guaranteed and your Family may deny the request. In addition, the Family can claim this benefit in favors. If there is no representative family in the city, there will be nothing they can do for the vampire in question.

- **The Benefit of Doubt:** This is not a right, but a benefit, literally. When on charge, investigation or trial, a vampire can evoke the benefit of the doubt. The benefit of the doubt ensures that the vampire is temporarily found innocent, before making any decisions. In doing so, the vampire cannot be condemned until they prove their guilt. However, in evoking it, the vampire will be at the mercy of the local Senate. Automatically evoking the benefit guarantees a vampire's temporary innocence and therefore he should have nothing to hide or fear. When under this condition, the vampire may suffer from indiscreet questions about his plans or what he was doing before the indictment. In some cases, more sensitive information may be subpoenaed. If there is direct reluctance on the part of the Cainita in question, then the Benefit of Doubt is undone and the charges remain under your shoulder.

- **The Benefit of Vengeance:** Wounded by the pride and loss of his young, a Pater Patriae Malkaviano created the Vendetta Benefit to satisfy his will. It allows a vampire,

directly injured or harmed in any way, to interfere in the judgment of a criminal to blame, execute him or any other form of revenge that comes to mind. Most of the time this benefit is denied and many times only Pater Patriae insists on using it, for obvious reasons. Immune, Algozes, Quaestores and Imperatoris can deny this request with justification. Obviously Patricians would never allow commoners to fulfill their wishes.

## The Plebeian Union

The division of classes and hierarchy became very clear to Families who suffered from aristocratic arrogance. It was with this in mind that some of the Families belonging to the commoners came together to help each other, creating some rules similar to the rules of the Patricians and Aristocrats. This not only serves as an opportunity for Brujah, Gangrel, Nosferatu, Assamita and Ravnos to come to terms with how to have opportunities to make a difference in cities.

It must be remembered that just as there is no supreme loyalty among the aristocracy, it would be foolish to imagine that the commoners would respect this fact. Whenever you deal with other immortals coming from this social caste, know that they can help you most of the time. Respect for the laws created between them is greater than the respect of the patricians because the commoners only survive through union. However, some situations subvert “the game”.

A very valuable Cainite, an enemy of the aristocracy and a friend of the common people, could very well be sold for the “good of all”. Was it betrayal? Certainly, but the ends justify the means. Never think that trusting vampires 100% will be a wise decision. In any variety.

**The Collective Benefit:** We are often in trouble. That is what the collective benefit is for. When summoning him, the party helping the Cainite can introduce him to the Family (Clan) and count on a tiny help from these vampires. However, sometimes this benefit becomes dangerous, especially if the reward for your head is greater than what you have to offer. This exchange must then be rewarded with a great favor on the part of the protégé.

**The Exchange Benefit:** Created as a code between a Nosferatu and a Ravnos who wished to enter into agreements with other Families without suspicion, the Exchange Benefit allows the common people to help and

be helped at no cost. It is a “social contract” between vampires. When invoked, this benefit allows one Cainite to help the other without asking for anything in return at the moment, but when needed, be helped in the same way.

Clearly one of the parties can decide to make an agreement instead of participating in that benefit and not paying its share can be bad for your image. The exchange can be anything momentary, like someone’s capture, a knowledge or simply a packet of salt.

**The Pledge of Loyalty:** The Pledge of Loyalty takes place when two vampires on the part of the commoners enter into a multiple aid agreement. In any event, the Oath of Loyalty involves the non-betrayal of both parties until that service is completed. There is not necessarily a danger in not fulfilling this agreement, other than the fact of being badly spoken by the community or losing some contacts. Once fulfilled, the oath ends.

The Pledge of Loyalty can also be used as a way of not betraying each other for a period of time. Not necessarily for services, but simply as a “vote of non-aggression”. This does not mean that the Cainites are going to shout to the world that they have an alliance agreement, but that they are going to do their best to help each other. Clearly the veracity of this agreement ends when the vampire’s physical integrity is at risk, such as the possibility of being destroyed by Pater Patriae for defending a Diablerist.

## Bloodlines and Other Families

With so many vampires around the world, it is clear that some would try to raise their own families. Although it was not possible because having your own family requires the presence of a patron and if there is no one as powerful, old or wise as you are, then there is no family. It is necessary to have your own Autarki. This makes members of these lineages, these branches, dangerous because they will try to steal our space. It is possible that they try to drain us and become what we are today and that is why we cannot let them exist, in the vast majority of times.

They are varied and numerous. Understand that there must be at least two lines for each family. Sometimes there is even more, depending on which one we are referring to. So there are countless. The conditions that the empire provides help and help us at the same time. This is because the empire offers stability, offers resources and a lot of food to be drained.

Before, Cainites had to struggle, hunt, find a way to



survive. The world was more dangerous because living around without a stable place to stay could lead to final death. Even more knowing about the Lycanthropes, the Fae, the Magi and other creatures. For this reason, the Cainites have always been in the great empires that existed. Ancient Egypt, Babylon, Greece and now, Rome. Vampires are surgical in choosing what they want and they do it because immortality has paid a price. To earn it, they had to die. That is why vampires value their

non-lives so much.

Elders often view lineages as a danger or opportunity. The need to maintain their conquests makes them strive to harm and exploit as much of the bloodlines as they can. Most traditionalists see the absence of an Autarch as absurd for the lineage. Lineage members or any other Family that is not one of the main thirteen are considered nothing among vampires. Not even commoners and they have no rights.



# ASSAMITE

“Our greatness is not based in receiving honors, but in earning them. And as long as we sentence them, we will judge ourselves. But those exempts himself from judgment must be the last to dictate the law.”

In the past during the Second City, Assamite were known as a lineage of hunters, descendants of Haqim, their Patron. Assamite have always been experts in lethality, agility and stealth. This characteristic has been with the Family since ancient times.

Even then, they were chosen by patrons of other lineages to become the judges of the Cainites, since Haqim had a sense of absolute justice. Times were difficult at that time and the secular conflicts that the Cainites had both among themselves and with other creatures led Haqim to be discredited with the history of justice and to honor what he was chosen to do.

Haqim proclaimed that his offspring would follow him in an exodus, looking for a new place to stabilize himself after the fall of the Second City. The trip had been a little rough, but the lineage of hunters had reached its goal. When they reached the mountains, they stabilized and the region was renamed Alamut. Everything he had done so far had been to free his children from Jyhad and certain death. Stalled the lineage itself for centuries they did so. together with who from time studies, leaving in the hands

had bility to isolate ries and They studied their creditor, to time did major ing Alamut and leaving it of their older offspring.

Greek states appeared and part of the Assamite chose to learn about civilizations and expand their lineage without Haqim's direct permission. Evi-

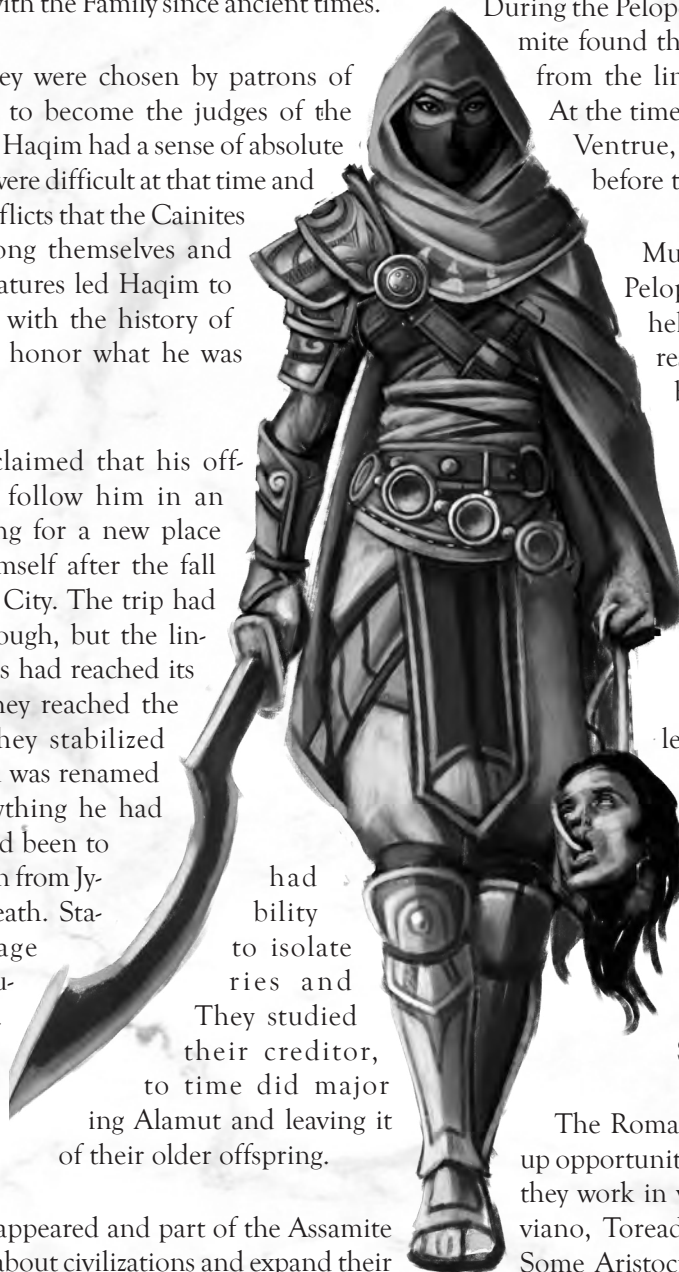
dently, they were not used to Jyhad like other clans that lived with this type of behavior were. This led them to fall into a web of manipulations.

During the Peloponnesian War, the outgoing Assamite found themselves in trouble seeking help from the lineage that remained in Alamut. At the time, the Spartans, influenced by the Ventrue, had clashes with the Assamite before the great battles to come.

Much blood was spilled during the Peloponnese. The letters asking for help from Haqim's offspring to the rest of the family were intercepted before arriving in Alamut, attracting the presence of Spartan enemies, who nearly destroyed the Assamite' refuge during the day. Many Assamite sacrificed themselves in battle, leaving Haqim's bloodline in shambles.

Listening to the pleas of the rest of his Family, in a fit of fury, Haqim vowed never to lead the Assamite again and left them for good. Sometimes he returns to advise, but he never leads, and the time between each trip increases. Fortunately, the Assamite fled the Punic Wars before they even started, when they saw that Carthage was becoming a mirror of the Second City.

The Roman Empire expanded and opened up opportunities for Haqim's Chicks. Currently they work in various ways for Ventrue, Malkaviano, Toreador, and occasionally Lasombra. Some Aristocratic Members also pay for their services. Assamite have a well-established hier-





archy with castes, respected based on generation, antiquity and Cainite feats. Haqim's absence leaves the lineage somewhat lost and forces them to take their own directions, while still drawing inspiration from the teachings and records that Haqim has left throughout these centuries.

The Assamite, already convinced about the idea of interfering in Jyhad, are looking for space and territory to dominate. While studying the best option, it remains to leave the Assamite free to roam the empire seeking to establish such goals. It is rumored that the Assamite recently began to drain Cainites as a way of judging them. Or a reward for the work done.

**Nickname:** Children of Haqim, Sarakenoi

**Appearance:** Assamite dress simply, generally opting for dark colors and in a way that they can camouflage themselves at night. Its purpose is clearly not to attract attention, with some thin cloths over the body to avoid the weight of the clothes during the trips. Assamite usually wear loose clothing to facilitate service and others use light armor, such as leather, to better progress their body areas. Assamite have darkened over the centuries, acquiring an onyx color or variations thereof.

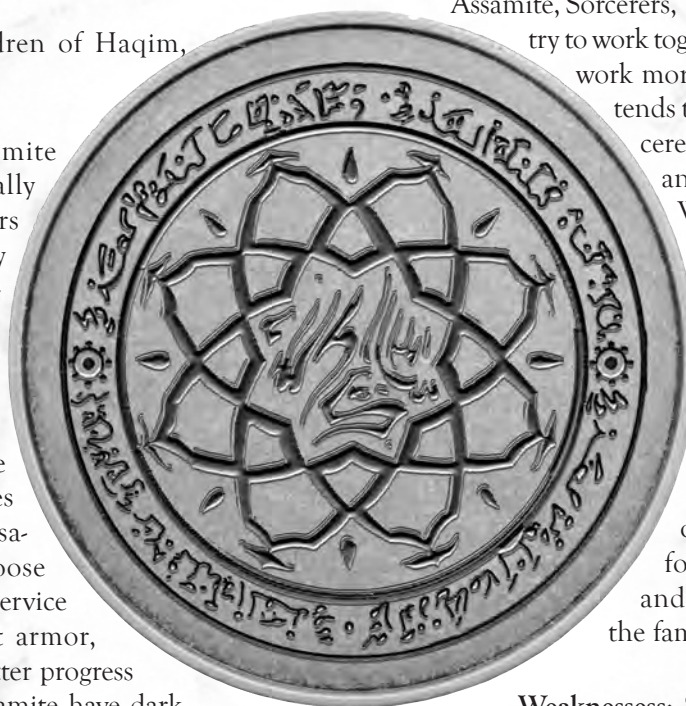
**Refuge:** Currently, Assamite can be considered one of the best to set up traps for their refuges. They have a natural talent for this and are always prepared. Darts, stakes are forms of basic attacks within your havens. Be careful when you want to meet an Assamite inside your home.

**Disciplines:** The Disciplines may change according to caste. Assamite usually have Quietus, Celerity and Obfuscate. Replace Celerity and Obfuscate with Auspex and Dur-An-Ki in the case of a Sorcerer and in the case of a Vizier, replace it with Presence and Auspex. The Quietus Discipline is part of the clan and regardless of caste, it always remains.

**Character Creation:** Assamite have three castes, so there are different ways to represent them. Viziers are diplomatic and studious, so invest in Social or Mint first and last, Physical Attributes. However, Warriors have a preference for Physical, Social and Mental Attributes. For Sorcerers it is recommended that you invest in Mental, Social and Physical. Assamite generally have at least one point in Mentor and some in Generation. This is because the custom of committing Amaranth is starting to become common. Some of them can acquire the generation of their drained target.

**Organization:** Trying to organize themselves, the elders of the Family defined that the three castes of Assamite, Sorcerers, Viziers and Warriors must try to work together. Thus, work starts to work more effectively. The warrior tends to be the executor, the sorcerer tends to be the informer and the vizier the diplomat. What causes Assamite to meet more often to help their needy brother.

There are those who say that the current clan leaders who started with the tendency, little by little, to take the blood of other members as a reward for the services provided and as a way to strengthen the family



**Weaknesses:** Scholars believe that the Sons of Haqim suffer from a unique condition, for unknown reasons. Every time an Assamite feeds, it must drain an extra amount of blood points equivalent to half (rounded down) of the remaining points to fill all the blood points on the sheet, to a minimum of one point to completely satiate its hunger.

## Stereotypes

- Patricians: Lords of reason. At least, what they think it is. Drowned in their own selfishness.
- Aristocrats: Rotten apples are everywhere. Aristocracy is their main basket.
- Plebeian: We treat them as equals, as we are with everyone. By far, the easiest to deal with.

# BRUJAH

“The nightmare takes the place of the dream. Vivid memories from a not so distant time take the place of an empty mind. Fury inflates the chest of someone who once felt nothing.

So, we witnessed the birth of the Beast.”

Since the beginning of history, the Brujahs have had a past full of internal conflicts within the lineage itself. Brujah or Ilyes, as the patron of this Family was called. The real name has always been an enigma for everyone. The beginning of the story tells that the Brujah had a taste for the study of philosophy and time, so they researched incessantly and with a thirst for knowledge that even members of Cappadocians might find admirable.

However, when Troile, one of Brujah's direct offspring, became enraged at the lack of decision of his creator regarding making decisions that are important to the world instead of studying them, a war broke out. Troile usurped the throne of its creator and separated the lineage between the True Brujah and the Brujah. The Brujah who proclaimed themselves True were those who did not recognize Troile's leadership.

The confrontation shook the Family, as part of the lineage was absent from the fleeing cities of the Brujah, who repressed the former members of the lineage with ferocity and brutality.

Troile then created Carthage with the Brujah and Toreador. The metropolis has become the example of the perfect city, which they longed for centuries ago. The city grew naturally until the Roman Empire expanded too much. It is believed that the reason for the Roman Empire to create a war with Carthage was something intended to gain dominance and power, although the Ventrues, who led the empire, claimed that Carthage was a

concentration of heresy and infernalism.

The Cainites' history with infernalists led to the fall of the Second City and the Ventrue influence made the conflict come to fruition. The war took place, leading Carthage to destruction. The Toreador's betrayal sent the Brujah into the mud. The Brujah fought allied with the Carthaginians against the Romans, allied with the Malkavians and the Ventrue, armed with information about Carthage. Apparently the Toreador delivered knowledge of the city in exchange for space in Rome. There are reports that the Assa-

mite were part of this battle. The combat was tough and some believe that even Troile was destroyed in Kártago. Other Families like Lasombra, Nosferatu, Gangrel may also have appeared, although with less emphasis.

The Brujah dream had been destroyed, resulting in enormous fury towards the Ventrue. For members of the Family, Carthage was perfect. The first Socratic schools had grown on behalf of the Brujah and mortals lived in complete harmony with the Cainites.

The Brujah lost all political, monetary, respect and dignity. Today, they wander around Rome intend-





ing to create great revolts, taking advantage of the conflict of religions to influence Mithraist generals in provocation to the Ventrue, who have a taste for religion. The Brujah Family usually allies with other families belonging to the Plebe, as a way of not dealing with their difficulties alone.

**Nickname:** Fanatics, Ralé or Philosophers.

**Appearance:** Brujah vary widely, both in economy and clothing. Where there is a Ventrue like Imperator, then there must be a Brujah Commoner. And if by some miracle there is a Brujah Imperator, then there will be one or more Ventrue aiming to bring it down. The Brujahs dress according to the local condition of the Family. If in that region there is no appeal for them, then you can mistake them as one of the most palpable citizens there. Although able, some Brujah prefer to keep the simple way of dressing, as a philosophy of their own or a vow of poverty.

**Disciplines:** Celerity, Presence and Potence.

**Organization:** The Roman Empire is very large. Although the Brujahs have been greatly weakened, members of the Family are beginning to infiltrate politics, trying to find their place in Cainite and human society. In general, they have no space among vampires and are repudiated for the fame imposed upon them after the fall of Carthage.

Currently, the Brujahs are divided between Iconoclasts, Idealists and Individualists. Iconoclasts are those rebels who intend to bring justice through the revolution. The Idealists are still too caught up in the thoughts of ancient Kártago, becoming prisoners of their minds. Individualists have grown tired of both and intend to think for themselves.

The Brujah seek to infiltrate a little more simply. Whether in the upper class among the generals or raising revolts among the slaves, they are always in-

involved. Usually embracing other patricians, generals or members of the upper class. In this way, they can attempt a rematch, influencing Roman politics and religion. Even if they are dissipated, it is necessary to fear them, because when Brujahs have a motivation together, nothing takes their ambitions out of their minds.

**Refuge:** The Brujah seek places with a large concentration of people, so that they can have access to various resources, talk to all kinds of citizens and listen to all kinds of information that fall into their hands, making possible attacks difficult.

**Character Creation:** Fanatics prioritize Mental Attributes first. Physicists are rarely last, although strength is the main thing in the family. Usually the antecedent Status, Resources and Influence are little used by the Brujah. Allies and Contacts are more present.

**Weakness:** The difficulties of the rolls in resisting or controlling the frenzy are increased by +2 above normal. In addition, a Brujah may never spend Willpower to avoid frenzy. However, they can spend a Willpower point to end a frenzy that has already started.



## Stereotypes

- **Ventrue:** There is no better way to disparage something or someone than through silence.
- **Toreador:** Those who betray once, will do it again. If you can, kill them before they are behind your back.
- **Malkavians:** They believe that their visions give them a guarantee of the future, but they lack the sanity to interpret them.
- **Gangrel:** Its wild nature gives them advantages over the Beast. And to dominate a field, sacrifices must be made.
- **Baali:** They misunderstand us with them because they don't really know them.

# CAPPADOCIAN

"I think it is strange to think that death does not please you, since you have already passed it."

Although Cappadocians are a Family that have recently become populous, they have always been important. It all starts with Ashur or Cappadocius, the mayor who wandered a few millennia, always looking to unravel the mystery of the life cycle. Cappadocius detested the fights that his Cainite brothers had among themselves, getting into networks and more networks of unacceptable policies, instead of using this knowledge to understand the world he had to offer. So naturally Ashur distanced himself from the Cainites themselves. Ashur knew that the knowledge he had about the life cycle would be too destructive for irresponsible vampires to learn and for that reason, he hid such knowledge with himself during these millennia that he wandered.

The Cappadocian story really started a few centuries ago when Cappadocius discovered the Nameless God. His incessant travels with only two or three youngsters led him to understand that what could lead him to understand the cycle of life would be to learn from God, the Creator of Everything. However, Christ was not born and Ashur already knew of the existence of such a divinity, blessed by enigmatic visions of destiny. Cappadocius became dedicated to the works of the divine after his visions.

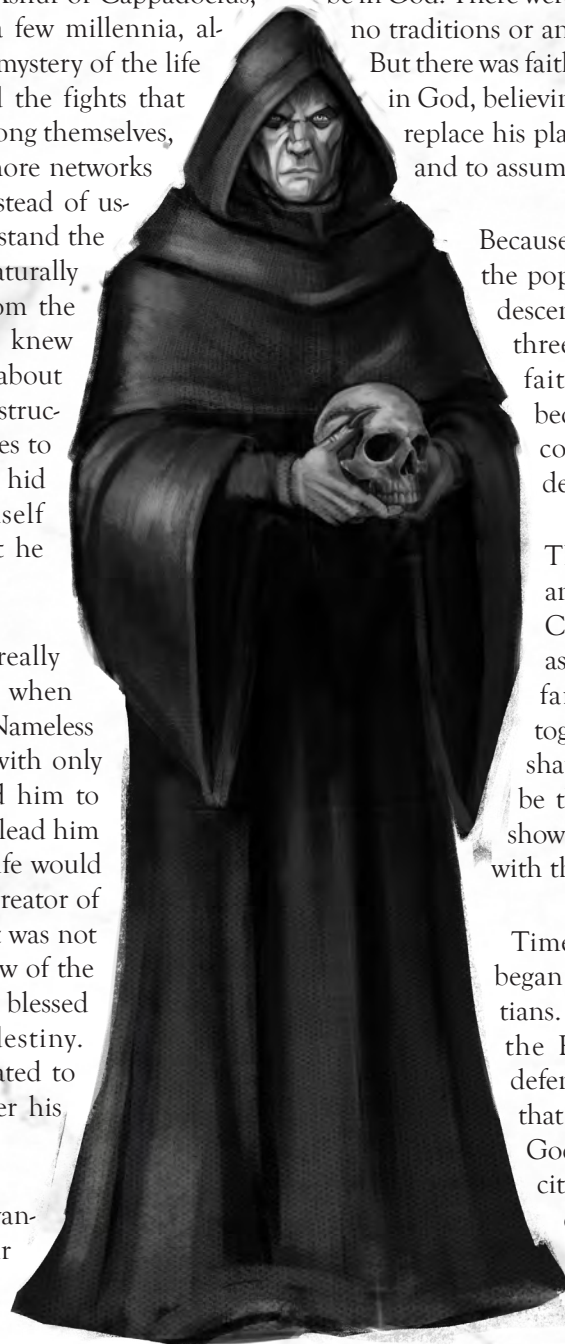
When Christ stepped and wandered the earthly plane, Ashur saw him as an emissary from God, promising to protect

any and all Christians persecuted by the empire. For Ashur, the discovery of the secret of non-life would be in God. There were no sects, there were no rules, no traditions or any way of following a religion. But there was faith. Ashur transcended his faith in God, believing that he had been chosen to replace his place in the kingdom of heaven and to assume himself as the new God.

Because of this, Cappadocius started the population project. Every direct descendant should embrace at least three other men and women of faith, curious and ambitious, because only then would Ashur come close to the mystery of death.

The Family developed a lot and then Ashur established the Cappadocian temple, known as Ercias Dagi. From there, all family members could come together to study, discover and share their experiences. It would be there that Cappadocius would show his findings and call meetings with the family.

Time passed and Cappadocians began to get involved with Christians. Helping them to escape from the Romans, embracing them, defending them from the heresies that the empire committed against God. Kaymakli, the underground city was founded by the Cappadocians themselves, so that they could protect as many Christians as possible.





Even if the family is not political, Cappadocians face a religious war, strengthening Christians so that the word will grow and flourish among the empire. Although he did not tell anything of his most reclusive plans, all Cappadocians really see him as a loyal tutor and for this reason they follow him faithfully and do everything to help him in this discovery. Malkavians, leaders of Roman cults, detest such presence and immaturity, coming before the Cappadocians. Cainites adhering to Mithraism, as the Ventrue see this as a clear statement of opposition.

The conflict grows overnight, but the Cappadocians embrace the Christians they consider brilliant with conviction. Nothing will change your plans. The Family is large, its patron is still looking for an answer and his mission has just begun.

**Nickname:** Christians, Necromancers or Graverobbers (perjorative).

**Appearance:** Cappadocians have no restriction on the origin of the person they want to Embrace. It is possible to find everything from Egyptians to Gauls. Naturally, they tend to dress as religious, with long clothes and dresses, with some objects around their necks or bracelets, showing a visible conservatism of religion.

**Disciplines:** Auspex, Fortitude and Necromancy.

**Background:** Mystics, poets, religious leaders, scholars, sorcerers and doctors are commonly the targets of the embrace. As a rule, Cappadocians do not embrace lightly. The Family is diverse and cosmopolitan, however, necromancers originate from all stages of life. An inquisitive mind and outlook on issues of life and death is far more important than mortal creation, occupation, or influence.

**Character Creation:** Cappadocians prioritize Men-

tal Attributes, preferably involving Medicine or the Occult. Second, Physical Attributes. It is somewhat difficult to find members like these with high Social Attributes, as it is not a priority for them.

**Weaknesses:** All cappadocians look gray and cadaverous, and are unable to affect or correct their appearance like other Cainites by spending vitae. This condition becomes more visible as the Necromancer ages. The older Cappadocians who appear as mummified corpses. Initially, the necromantic face presents the Cappadocians with a +2 difficulty in any Social tests due to his Appearance. In the elderly, Cappadocians lose an Appearance point.

## Stereotypes



- **Lasombra:** Why invest in politics if one of your greatest tools of the occult is in your own hands? The envy that consumes this Family prevents them from thinking.

- **Malkavians:** We would like your worldview to work with us, side by side. However, their fanaticism makes them nothing more than adversaries.

- **Followers of Set:** Like snakes, they wait for the best time to peck you and let you agonize over your poison.

- **Nosferatus:** Everyone's judgment made them accept their nature. However manipulative they may be, sincerity exudes their internal.

- **Toreador:** Our big difference is that our art is more important to the whole than that of Toreador.

- **Ventrue:** Since ancient times they have kept arrogance within themselves. It is not possible to demand changes. Let them die in their ash empire.

- **Salubri:** The guardians of life. Everything needs balance. If we are death, it is necessary for someone to be life.

- **Ananke:** The beauty that they see in taking lives, we see in studying them. They are tools of our work, an necessary evil.

# GANGREL

"There are two types of Kindred: those who surrender to the Beast and those who are the Beasts.  
I will choose the second."

These bestial Cainites are found in weight among the Gauls. Gangrel have a long history among the most primitive civilizations. It is believed that her patron is actually a woman. She left the Second City in order to find her inner peace and as soon as she returned to her young, she was completely different. Then she had called for all her young to accompany her in search of her own balance. Since then, the Gangrel have disappeared among the wild and unexplored plains by men. They stayed there, amazingly surviving the stormy hordes of Lycanthropes, who fought with fury to expel the Gangrel from there.

When you move away of the civilizations, in their territory, the Gangrel replicated in force, embracing leaders to coordinate their dominions. Internal wars were going on, in tribute disputes even with Lycanthrope leaders from other villages. The Roman expansion ended the disputes and when civilizations explored the wild lands, the Gangrel felt the need to appear in some more distant places, even though they were still very tribal, different from what the Greeks or Romans could be.

The tribes that once fought among themselves started to fight against the overwhelming forces of the empire. Gangrel met with all their strength to suppress the empire's advances, but often in vain. Some say that this was one of the few moments in history when Gangrels

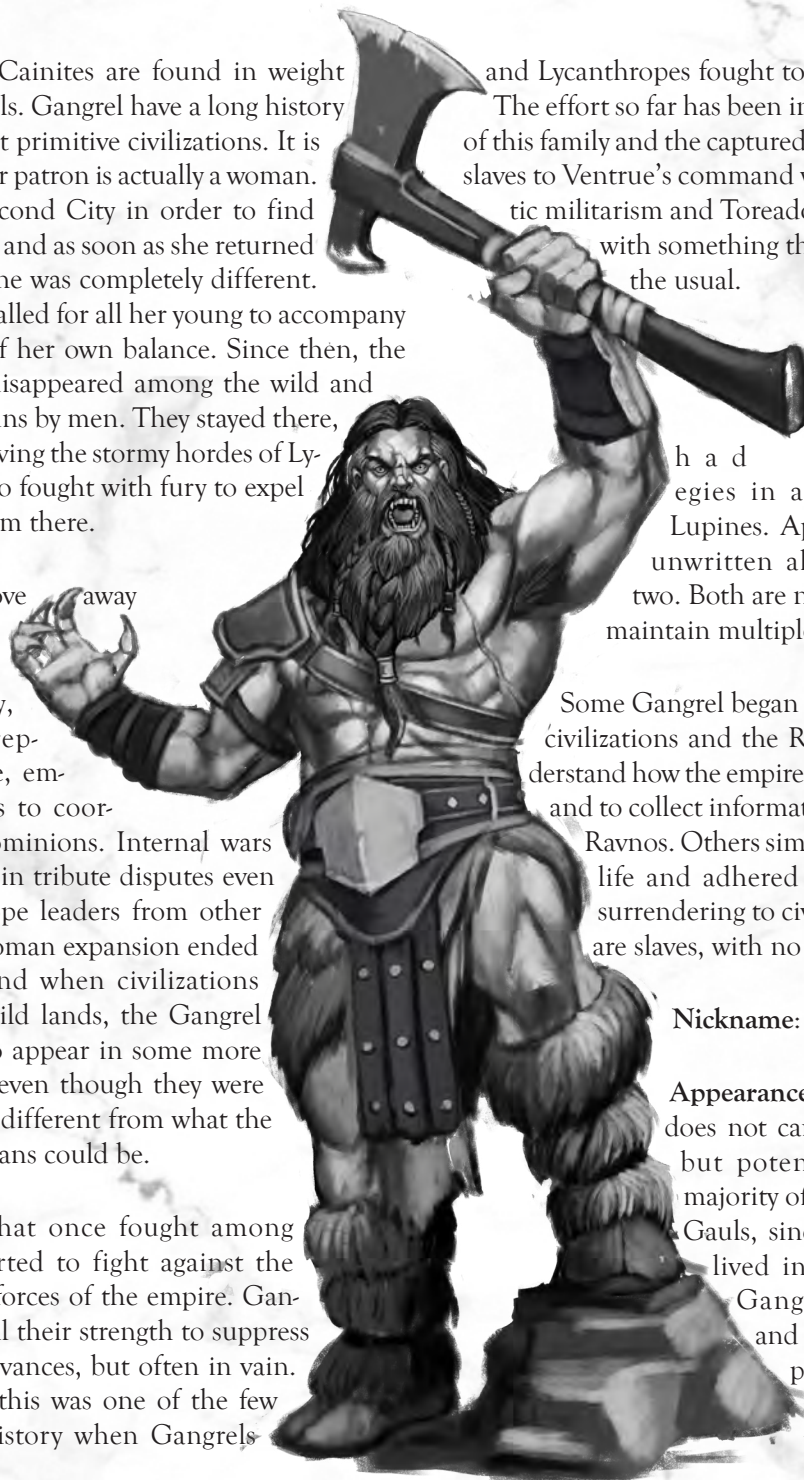
and Lycanthropes fought together to stop Rome. The effort so far has been in vain. Both members of this family and the captured lycanthropes became slaves to Ventrue's command who dominated sadistic militarism and Toreador who sought to play with something that was different from the usual.

The barbaric peoples started to weaken and the Gangrel had to change their strategies in agreement with the Lupines. Apparently there is an unwritten alliance between the two. Both are not harmed and try to maintain multiple aid for survival.

Some Gangrel began to approach the great civilizations and the Roman capitals to understand how the empire works from the inside and to collect information together with the Ravnos. Others simply gave up on a tribal life and adhered to Roman customs, surrendering to civilization. And others are slaves, with no right to any honor.

**Nickname:** Barbarians or Bestials

**Appearance:** The Gangrel Family does not care about appearance, but potential. Although the majority of them today look like Gauls, since this is where they lived in the past centuries, Gangrel are determined and freed from any social pressure. They dress as they want and do not care what others





think. They do what they want, but nothing prevents them from trying to adapt to where they are at the moment. All freedom comes at a cost and in their case, it is social reprisal towards other families.

**Refuge and Prey:** Gangrel sleep wherever they want. Just as they dress, they do with their addresses. Sleeping under the ground or in a lake is common for these Cainites. Some of them may look for safer havens a little away from the cities, close to the forests or vegetation that they have there.

Gangrel are particular in this sense because they live by feeding both mortals and animals, this makes them adaptable to any environment. Gangrel like to hunt humans in the same way they hunt animals, such as prey. They analyze the behavior, follow, wait and slaughter.

**Disciplines:** Animalism, Fortitude e Protean

**Organization:** Gangrel members are generally not organized. Simply because they are not interested in this type of convention. However, if a brother needs it, Gangrel will be there. When it comes to acting in packs, these Cainites are the best allies you can have. Unions between Gangrel usually take place during long journeys, in which they need assistance from each other.

**Embrace and Background:** Gangrel tend to defer their brutality as hunters at the time of Embracing. As if they were really creators, Gangrel take the human and allow him to do the last things they want before the Embrace. Right after embracing, they actually act as guardians until their offspring can behave on their own. Even so, he keeps watching them, even from a distance. A Gangrel never leaves his cub really alone on purpose and even if he does, he will still be watching him.

Gangrel usually choose survivors, hunters, warriors

or mortals who would adapt well to survival.

**Character Creation:** Gangrel prioritize Physical Attributes first, Mentals second. Although it is possible to find members of this family who can be very charismatic.

**Weakness:** The Gangrel Bestiality is not only in their way of living, but in their weaknesses as well. Whenever a Gangrel enters Frenzy, its beast emerges outward, guaranteeing it an animalistic feature. Huge ears, hair, tail, wolf eyes and other aspects become part of Gangrel's daily life. Aspects need not necessarily be physical and can be behavioral or mental.

The characteristics guarantee +1 difficulty for the Attributes related to it or automatic failure. The feature will become evident until Gangrel surrenders to it. Then it will disappear, then at the next Frenzy, a different characteristic will return.



## Stereotypes

- **Ravnos:** Travel with them, but don't trust them.
- **Followers of Set:** There is no conversation between snakes and wolves.
- **Greek Gangrel:** What do they think they are? Philosophy and studies are not part of a hunter's life.
- **Ventrue:** They think that walls can defend them. The more they divide their forces, the more fragile they will become. It is a matter of time.
- **Tzimisce:** The difference between us is just that we accept our instincts as they should be.
- **Lupines:** Although we have our respect, we recognize that a true alliance will never be possible. There can be only one leader.

# LASOMBRA

"Our real land is the sea. The seas hold more secrets than the plains that our brothers confidently tread. Let us show you a little bit of the depth of the Abyss."

The mysterious emergence of Lasombra leaves little trace of what can be said. In reality, I venture to say that these were hidden by shadows, forgiving the pun. Not long ago, the Lasombra were fierce pitatas that dominated the entire Mediterranean sea without mercy. Perhaps it was his golden age and there was not even one Lasombra who was poor. The state cities of Greece, Egypt, the Phoenicians were all indebted to Lasombra who acted almost like a force in the Mediterranean seas.

Lasombra's joy was short-lived, after the arrival of Alexander the Great created an empire powerful enough that could defend itself and hinder piracy, forcing the Lasombra out of the seas.

Because of this they lost much of their maritime territory and their wealth, with great regret. For some years, Lasombra had a hard time maintaining difficulties in the lands that had gained influence until the beginning of the Roman expansion, but

still pirating in the less watched seas.

It was when the empire expanded sufficiently that the Lasombra met Pompey, consul of the former Roman Republic. Pompey completely destroyed piracy, forcing Lasombra to leave the seas for good and conquer new domains within the continent.

Pompey's crusades expanded Rome, but they also expanded Lasombra. Soon, the Family of the Night was all over the continent. It was possible to find them from Carthage to Byzantium without too many difficulties.

The Lasombra then began to dispute territories with the conquests of the Roman Senate, dominated by the Ventrue. However, so much space for the Ventrue to share with each other opened a vacancy for the Lasombra to start an imperial division.

Some believe that the

Lasombra strategy was the result of the family's own autarki.

In secret, the Lasombra slowly divided, settling in



Iberia. In Iberia, taking advantage of the Ventrue's lack of coordination over that territory, which at first had been considered a place of rags and thieves, the Family expanded its domain. Agreements with the Assamite Saracens were made, and southern Iberia became Lasombra.

On the other side of the continent, part of the Lasombra gradually took over Byzantium. Although there is no clear territorial division, the city belongs to members of the lineage. Obviously, this act caused the commotion of the Roman Triad, since for the Family of the Night to take over Byzantium, it was necessary to testify against Pater Patriae Toreador who ruled there. Nothing like an agreement between Tzimisce and Lasombra could not be resolved.

The Ventrue opened fronts with barbarians, parthian and other regions. To avoid the loss of territory and an internal civil war, there was a common agreement with the Lasombra. Byzantium would belong to the Family of the Night, although major decisions that influenced the empire would compel Pater Patriae of Byzantium to respond directly to Rome. In addition, a tense peace was forged on the basis of the agreement would be nonviolence. The Roman Empire would remain unified as long as there was no aggression between both families.

**The Fortress of Shadows:** While the Roman Triad is concerned with the Lasombra expansion in Byzantium and Iberia, the founder of the Family settled in Sicily, very close to the heart of the Roman Empire. The Shadow Fortress is very well hidden by all sorts of witchcraft that the mayor was able to use. The name is not without foundation, after all, even the local stone was darkened due to the use of Tenebrosidade. Large meetings for the benefit of the Family take place there, as well as some Embraces, training and learning. Absolutely no knowledge comes out of it, if not through the mind of another Lasombra.

Of course, only members of the Family know of its existence and that everything was actually an action so that he could closely monitor the actions of the Roman Empire.

**Nickname:** Family of the Night, Pirates or Abyss Mystics

**Refugee:** Lasombra created the habit of crowding with humans. These are the families of servants and slaves, both for their political interests and for facilitating food. Their refugees are generally well-protected, safe and discreet places. They do it as a way to gain control of great regions, creating ghouls around them.

**Disciplines:** Dominate, Potence and Obtenebration

**Embrace:** The best leaders are among Lasombra. Military, religious, influential people often live within the Family. Although they can Embrace someone of low status just as often, but with high ambition and intellect.

**Weaknessess:** Lasombra cannot see themselves on any surface that can reflect them. This makes it difficult to hide from humans without bringing attention, especially in very polished palaces, from those that even reflect the ceiling. In addition, when exposed to the sun, Lasombra take an extra point of aggravated damage.

## Stereotypes

- **Patricians:** If they think that exploiting rights guarantees some governance, it just proves how unprepared they are to govern.
- **Aristocrats:** Not unlike the Plebeian, their presence is nothing more than a tool.
- **Plebeian:** Their presence is necessary for us to govern. What would be of royalty without poverty?



# MALKAVIAN

"We come to believe that reality is an enigma, a harmless enigma that is made terrible by our own furious attempt to interpret it, as if there were a secret truth."

There must be limits to everything. Malkavians doubt this. The Malkavian Family has its own understanding of the world. Like Ashur, his mayor sought understanding, but from reality. This incessant search drove him completely insane when he really understood the world. The difference is that he really understood and his name was Malkav.

No one can tell the true whereabouts of this mayor. However, Malkavians have their own means of communication: The Network. For Malkavians, their mayor has become a network that binds the minds of all Malkavians in one hive. Not that everyone thinks the same way, but everyone is somehow together. Some more, some less.

Rome has always been a palace of comfort for the Malkavian Family and the Insane came to Rome long before it became what it is today. At the time, Collat, Camilla's creator, the First Pater Patriae had recently created the Eternal Senate and needed support. During Roman antiquity, this "sect" was composed of an elder from each Family, who helped Collat to govern and make decisions for Rome.

Collat had many enemies and few eyes to watch them. Soon, the alliance came into being. The Malkavians would be the intelligence, the Ventrue would be the force. However, the Toreador's sociability was lacking, which came only with the Punic conflict. Collat worked brilliantly with our Family until Camilla's dominion over the city took place.

The time passed until the Roman Empire perceived itself threatened by the brutalities committed in the city Brujah. Although the Brujah consider it sensible. Obviously noticed the hole they had gotten into and came to join us. It was all that was the Ventrue, Toreador and was established. We decided to The Eternal Senate decided to attack Carthage, in to the on its to comment on Camilla here. We leave it for later.

We already know the end of the story, right? Of course, we Malkavians saved the day. The Ventrues destroyed Carthage and we all celebrated together, after all, it was a victory against the infernals! The Brujah only did not suffer the complete destruction of the family because we intervened on their behalf. We knew that they were influenced and as we are brothers, they were not entirely to blame for such an act. Only mea culpa.

We rule to this day, acting as advisers to the Imperatoris of Rome. Even after the dissolution of the Eternal Senate, Camilla knows she needs us. Although some claim that he is no longer the leader. Politics, right? In any case, our family started to work within the fields of Mithraism, Roman Polteism, helping the Ventrue to spread the faith and purging the cursed Setites who insist on subverting our beliefs.





Believe me, Mithras in person agrees with us.

Strategy and patience made us expand the Roman Empire. Today, our greatest threats have become the Gangrel, uniting with those dogs. Cappadocians test our patience with their Christian conversations and the Brujah, even with the chances we have of redemption, still show ingratitude. After all, we have a crazy emperor! Who knew, right? There are those who say that Nero is possessed by madness, although there has been no contact with us. Recent findings say that Nero is not working alone. Probably involved with wizards, but it won't end that way. The Empire will continue and so will we, with or without Nero.

Nickname: Mystics, Ecclesiastics or Speakers.

**Disciplines:** Auspex, Dementation and Obfuscate.

**Organization:** If you have several weapons, why fight with just one? Mithraism may be our main blade, but Polytheism is on the rise as well. We spread the belief to the Roman Deities. We organize ourselves working within religions, sometimes within the senate, but always among the upper classes in Rome. Citizens see us as ecclesiastical leaders and come to us for advice. We also act as mystics and some of us believe that we are drained. Purely barbarities. Christian growth is not good for Malkavians. In addition to the interference of Cappadocians and some Lasombra, it is preferable to invest in something that is more likely to succeed.

**Background:** Malkavians tend to choose people who have religious or political interests, to train them and to put them in power. Mind control is ideal, so the better a human is at performing such acts, the better the gift of speech, the more Malkavian eyes will have on himself.

**Character Creation:** Malkavians prefer Mental Attributes first and Social Attributes. They are intelligent

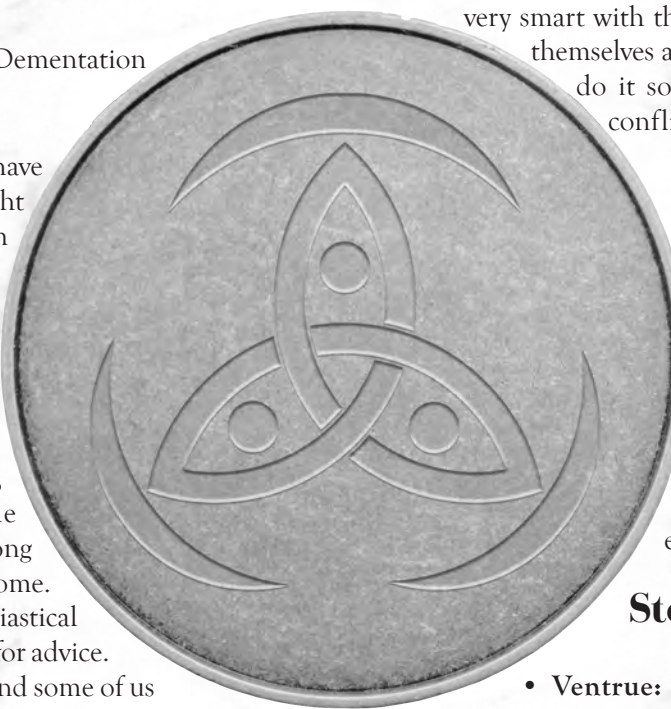
and charismatic. They can be extremely manipulative if they choose and cause great discomfort. When you least expect it, you will already be tied to the web of ideas of a Malkavian. There is a preference for investing in knowledge such as Popular Wisdom, Occultism or Theology, so that the information obtained can be used in favor of the Malkavians.

**Refuge and Prey:** Malkavians tend to take refuge in temples or when they can, in brothels and bathrooms, with Ventrue and Toreador members, to enjoy the best vintages that the empire can give them. When they are not together, they look for hopeless prey on life in the Roman Empire and use them of their gifts to transform them into their faithful and to create flocks within their temples. Malkavians tend to be very smart with their flocks and camouflage themselves among them. Setites do not do it so differently, which makes conflicts difficult to deal with.

**Weaknesses:** Malkavians receive a Degeneration, considered a mental condition as soon as they are embraced. For this reason, some are considered crazy and Disturbances arise at specific moments of socialization of the Malkavian or at the slightest sense of danger.

## Stereotypes

- **Ventrue:** Every emperor needs an advisor and they need us.
- **Cappadocians:** Their convictions make them misunderstand reality.
- **Brujah:** Everyone makes mistakes. Everyone deserves a chance.
- **Lasombra:** Your intelligence is valuable, but you cannot govern alone.
- **Gangrel:** Before, good allies. It will be a pity to have to destroy them.
- **Assamite:** Mercenaries. While well paid, they will be your best allies. But don't live up to your expectations and see one of your biggest enemies rise up against you.
- **Setites:** Fragile deities create fragile beliefs. And fragile beliefs create weak families. They are just that.



# NOSFERATU

“Everyone is the same when despair arrives. When the skin retracts, the hair falls out, the nails break, the bones and muscles spill, everyone screams like children. If they knew the least of what we are, they would be silent before us.”

There are those who think that the Nosferatu have no role within the empire and if you think so, you are probably uninformed. In reality, they are responsible for many things. Not because of the wars that the aristocrats fight among themselves, but for the development of the city, for local politics. The Cloaca Máxima, developed as the first plumbing system, the aqueducts were flat from the Nosferatus. They had to add something to get into Rome, do you agree? Some senators, politicians and generals murdered overnight could also have been the work of these raggedy. Wait! Do not confuse things! Patricians and commoners do not unite. But Patricians certainly use the Plebeians.

I believe it is fair to explain a little about the history of the Family before introducing them to Rome. Nosferatus are also creatures from the first cities. Like everyone else, his patron left the Second City when it became uninhabitable for the Cainites. There is no concrete information about the creator of Nosferatu. Some believe that it has several names, one of them being The Matriarch or Absimiliard. There is evidence that the two may be the same, but there are many confusions about who the leader really is.

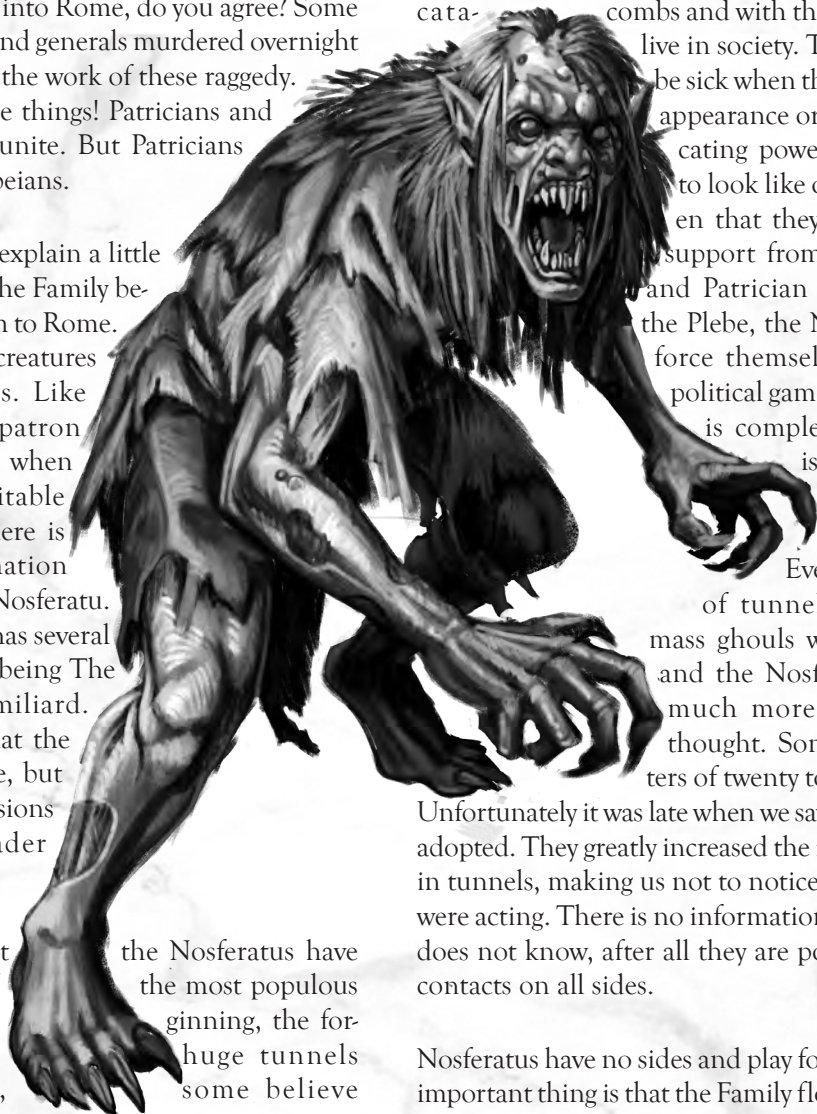
It turns out that the Nosferatus have always been one of the most populous families. In the beginning, the former members created huge tunnels beneath the earth, some believe

that they did it using land beasts. The past was hard on the Nosferatu. They hardly knew how to live in society and the vast majority of them had enormous problems with humans. They let their Beasts take over and completely wiped out nearby towns and cities.

The Roman Empire became the salvation of the Family. The Nosferatus began to live in the Roman catacombs and with this, they learned to live in society. They pretended to be sick when they used their true appearance or used their obfuscating powers on themselves to look like other people. Given that they would not have support from the Aristocratic and Patrician families to leave the Plebe, the Nosferatus had to force themselves to enter the political game. But their policy is completely different. It is based purely on information.

Even larger networks of tunnels were created, mass ghouls were transformed and the Nosferatus expanded much more than they ever thought. Some cities have liters of twenty to fifty Nosferatus. Unfortunately it was late when we saw the strategy they adopted. They greatly increased the information trade in tunnels, making us not to notice or see when they were acting. There is no information that a Nosferatu does not know, after all they are populous and have contacts on all sides.

Nosferatus have no sides and play for themselves. The important thing is that the Family flourishes for them.





With all the achievements, the Nosferatus began to target here and there, creating sewage networks, such as Maximum Cloaca. The family seeks to direct mortals and Cainites the way they want to achieve their goals, whether by manipulating humans or Cainites with the information they spread around. Obviously this is not easy, after all the Patricians and Aristocrats also fight back with their own information.

If a senator goes missing, it's probably the Nosferatus. If public opinion falls, they are probably spreading bad news. If the wrong course of action is taken, the Nosferatus influenced the military movement. They are a plague under the ground and they are everywhere and manipulating anyone who appears in front of you, with influence and power. They became necessary and important and now we have to deal with it, for better or for worse.

**Nickname:** Lepers or Rats.

**Disciplines:** Animalism, Potence and Obfuscate.

**Embrace:** Of all the Cainites, Embrace Nosferatu brings a death so terrible that even Tzimisce could not be able to imagine. First, gentlemen torture their chicks psychologically and physically by getting them used to the idea of experiencing in the sewers. Throwing an unprepared human with broken arms and legs into the underground tunnels to survive from rats and dirty water is part of this sadistic rite. Then, when they ingest their creator's blood, their body will be destroyed. Muscle, skin and cartilage break and deform terribly, completely removing them from their human appearance and making them terrible creatures to catch a glimpse of while screaming in pain.

**Organization:** There is no clear organization with the Nosferatus. The only organization is that they are completely loyal to each other, after all no one understands their pain when they do it themselves. Some say that the sewers are their organization, although in my view they are complete webs and

tangles of tunnels.

**Refuge and Prey:** Nosferatu seek lost refuges and forgotten places in the city, little frequented by humans. The search for solitude is second only to the obsession with safety and the need for a quick escape. Your preference? Safe places to hide lost knowledge, secret documents and forgotten artifacts, perhaps a place to go deeper into the ground. Sewers and Roman necropolises are ideal places for these beings.

There are rumors of Nosferatus guarding breeding grounds for giant rats and pools of blood in the group's secret refuges. Nosferatus avoid attacks on the most disadvantaged in society and tend to do it to those who have full living conditions or deserve punishment in their conceptions, almost like justice with their own hands.



**Character Creation:** Nosferatus favor Mental and Physical Attributes to survive in the sewers. There is no expertise they prefer, the family extends to take advantage of all fields of knowledge. Another factor is that they tend to invest in Contacts and Allies, within their Background.

**Weaknesses:** All Nosferatus have Zero Appearance permanently, guaranteeing automatic failure in social tests at first contact, with the exception of Intimidation.

## Stereotypes

- Brujahs: Interesting philosophers, but lousy planners.
- Followers of Set: Why not negotiate with who can help you?
- Gangrel: Every fortress has entrance doors. The Gangrel door is called "sincerity".
- Ventruue: We will inform the King, but we will do so for a more expensive price.
- Malkavians: It is difficult to have a productive conversation with psychics.
- Ravnos: They look like us at times, but are too brazen with their plans.

# RAVNOS

“The heavens will look, think that deities are landing to bless them. And we will be in your place. Poor them, who don’t know what they see, because their eyes are dirty with clay.”

Wonders said about the Roman conquest attracted these strangers to the dominions of Rome. In the empire, they are barely recognized as Cainites. The family’s origin is unknown. Some claim that there was a vampire named Dracian, who was a thief and others claim that Zapathasura was the true creator of the Ravnos.

Anyway, the Ravnos are, in fact, a lineage that knew how to spread even more than Nosferatus. You can find them from the Roman Empire to Asia. Some say they came from North Africa or Asia. As it is not known how exactly these came from, we can only say with certainty that the Ravnos came by Gypsy caravans. During their travels, they raised gypsies as ghouls and used them for protection during the day and food during the nights.

When the Ravnos arrived in the domain of the empire, a lot happened. The behavioral changes were clear and some older Ravnos describe this. Before, the Family had enormous respect for traditions and rules and today, they hardly follow. Today, their traditions are completely distorted and this separated the Ravnos between Roman and Alexandrite Ravnos. The Alexandrites came to be called this name, as they came from honorable lineages, from the time of Alexander the Great. The Romans are chaotic, presenting a desire to satisfy their own desires no matter what the

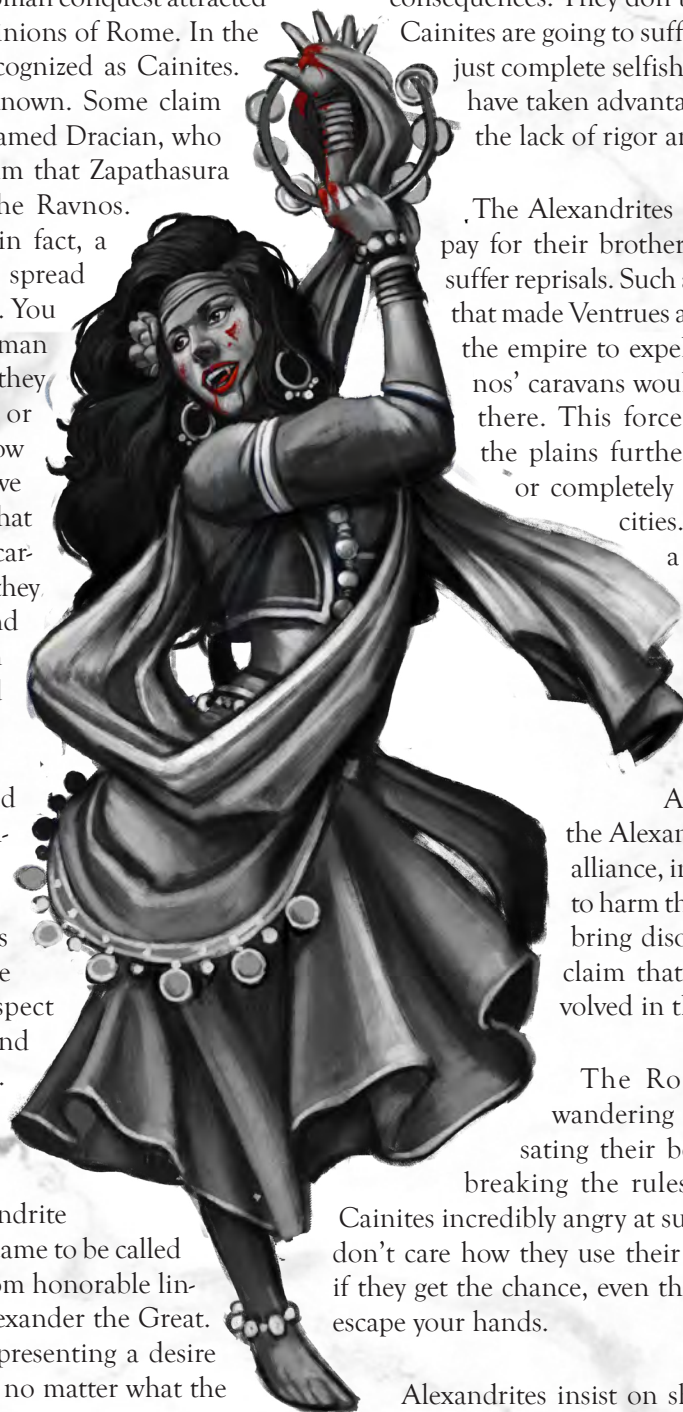
consequences. They don’t want to know if the Cainites are going to suffer from this, they are just complete selfish people and claim to have taken advantage of this because of the lack of rigor among vampires.

The Alexandrites themselves began to pay for their brothers’ stereotype and to suffer reprisals. Such are the consequences that made Ventrues and Malkavians move the empire to expel gypsies. Thus, Ravnos’ caravans would no longer wander there. This forced them to walk on the plains furthest from the empire, or completely hidden within large cities. You will hardly find a Ravnos like Pater Patriae. However, necessity brought contact with the Gangrel, who entered into temporary agreements.

As a way of survival, the Alexandrites proposed this alliance, infiltrating the empire to harm the Roman armies and bring disorder. Bad languages claim that the Brujahs are involved in this alliance.

The Roman Ravnos kept wandering around the empire, sating their beast completely and breaking the rules, which makes the Cainites incredibly angry at such an attitude. They don’t care how they use their skills, they will and if they get the chance, even the Imperator will not escape your hands.

Alexandrites insist on showing their lack of





respect for the disorderly brothers and say they are completely opposed to that. Although the Alexandrites still have the same defects as their brothers, they try their best to control themselves so as not to release the will of their beast in the world.

**Nickname:** Chaotic or Gypsy

**Organization:** Currently, the Ravnos were separated. Alexandrites do not have an organization like other families do, although they meet in cults or sects when they can to plan. Alexandrites are generally correct and have very well established behaviors about what they want and what they don't want. The Roman Ravnos have no organization, but when they decide to meet, chaos will be caused and nothing can stop them. Because they are stealthy and very smart.

**Background:** Ravnos generally like to embrace travelers and merchants who know where to go. Gypsy families have also become targets of these Ravnos.

**Discipline:** Animalism, Fortitude e Chemistry.

**Character Creation:** The Roman Ravnos have a preference for Social Attributes in primary and Mental in secondary. Alexandrites prefer to look for those who have Mental Attributes in primary and Physical in secondary.

**Appearance:** Ravnos do not have a preference for dress. The only restrictions are on loose and comfortable clothing, unlike the older ones that refer to more secluded clothing and that show less about Ravnos' identity. This fight between Alexandrites and Romans leaves the Ravnos divided into several concepts.

**Refuge and Prey:** Ravnos have no food preference. In fact, because they are traveling people, they are

completely free of concepts about their food. However, they like to organize themselves in caravans, being protected by dozens of humans.

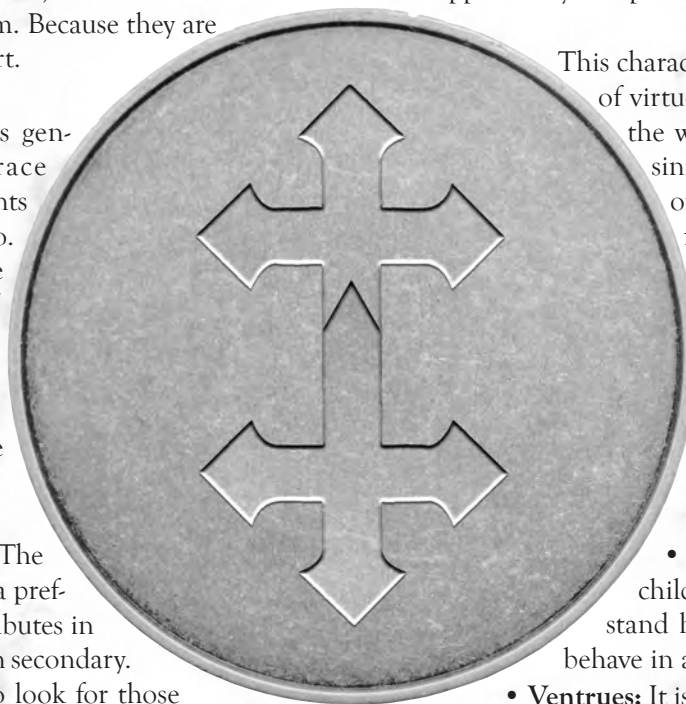
There are those Ravnos who like solitude a little, although comfort is their preference. They will probably find some inn and live there until they feel uncomfortable with a local event and travel to another city.

**Weaknesses:** While Ravnos are masters of changing the reality around them, they find it more difficult to change their own principles of reality. All Ravnos have a fundamental personality trait, chosen in the creation of the character, who are unable to resist if the opportunity to express themselves presents itself.

This characteristic can be some kind of virtue, acting as a defender of the weak, or something more sinister, like taking advantage of someone in a position of fragility. When presented with the opportunity to enter his virtue or addiction, the player must roll Self-control or Instinct (difficulty 7).

## Stereotypes

- **Roman Ravnos:** Spoiled children, who did not understand how life treats those who behave in an insolent way.
- **Ventrues:** It is much easier to judge the stranger without knowing your reality than to judge yourself and see where your mistakes are. The Ventrue lack that judgment.
- **Gangrel:** Honored, although brutal. The covenant can bear fruit, although enmity will bring destruction.
- **Brujahs:** Your stories are moving, although I still wonder if they are true.
- **Malkavians:** They have a different way of shaping reality and they do it, they just don't know it.
- **Tzimisce:** Too much territorialists. Don't get involved with them and they don't get involved with you.



# SALUBRI

“Enlightenment will reach everyone, if they have the chance to get to know it. But while they plunge into their own ignorance, we will protect them from the shadows.”

Salubri are among the most disliked and most respected of all Families. Methuselahs claim that they are largely to blame for so many uprisings among the Cainites while others argue that even in the shadows the Salubri never get out of their way. The reality is one: you can't please everyone and the Salubri definitely couldn't do this.

His Mayor, Saulot chose a long time ago to protect his family. While everyone fought Jyhad, killing each other, Saulot taught his young to be upright, honorable and virtuous. Saulot valued the functioning of the Second City. He acted wisely and calmly, always opting for the ideal for everyone, although his brothers disapproved of his ideas now and then. The time was clear in relation to the Salubri's motivation and while the Assamite were chosen to be the judges, the Salubri became guardians of mortals and Cainites. The Salubri lighting became a reference for all vampires as a single point of hope in the midst of darkness.

The search for enlightenment took Saulot to Asia. His knowledge, understanding and motivation changed dramatically with his return, especially when the discovery of the Baali became real. In retaliation, the Salubri were divided into three castes. In each of them, there would be a representative and all would be Saulot's closest offspring. The functions would

be variable according to the need. Warriors trained to defend the city, healers were inspired by peace and the practice of vitality, while vigilantes specialized in diplomacy and perspicacity. All to comply with Saulot's oath, that he would destroy the infernalists.

Helped mainly by the Assamite judges, the Brujah and the Gangrel, the Salubri fought great battles together in order to destroy the evil they carried at the end of the Second City. Some say that the Baali were Salubri's own creations to perpetuate their philosophies of enlightenment, as a way of instigating the search for her. I believe it is too evil a plan for someone enlightened.

Inevitably, the Second City fell. The Baali won. All the Mayors followed different directions. The Salubri spread across the continent. For the sake of the greater good, the Family began to act in crusades to help mortals and hunt the inferlists. Saulot left control of the family in the hands of his older offspring and from time to time he disappeared for his studies. Some say that his disappearances may have been to find Haqim, the brother who seemed to uphold the same ideals. Others say they both fought so hard that they never spoke again after the Second City.





The Salubri settled on the plains of the East and there, created their home. The Salubri organize themselves and rest there after long journeys. Since then, Salubri meetings have been held from time to time with younger members being sent under the tutelage of their elders to carry out work according to their caste. Warriors carry out crusades against the forces of evil, vigilantes collect information about what is happening across the continent and healers move from city to city curing plagues and diseases.

Currently, family members are very concerned that Saulot has started a journey and has not returned. Saulot's journeys last for a few years, but he has not appeared in almost a century. Research began to be carried out in search of Saulot, without success yet.

**Nickname:** Healers, Cyclops

**Disciplines:** Auspex, Fortitude and Valeren

**The Abode of Peace:** Known by members of the Family as the Abode of Peace, the main refuge of the Salubri is located near Jerusalem. There, large meetings are held with the three castes, to decide their main, momentary and future goals. The Morada da Paz can be found from a simple entrance that leads to the interior of one of the plateaus, with some old columns. There are no precise descriptions of what is inside the site, except for the Salubri's knowledge and obviously this secret is kept with them. There, they organize themselves among the three castes, with the warrior caste prevailing, due to the needs of the city. Naturally they are sent on missions from there and only return when they fail, fulfill or to be replaced. While on the field, the Salubri establish themselves in a place of their desire in case any other Salubri appears in the city, can be well received.

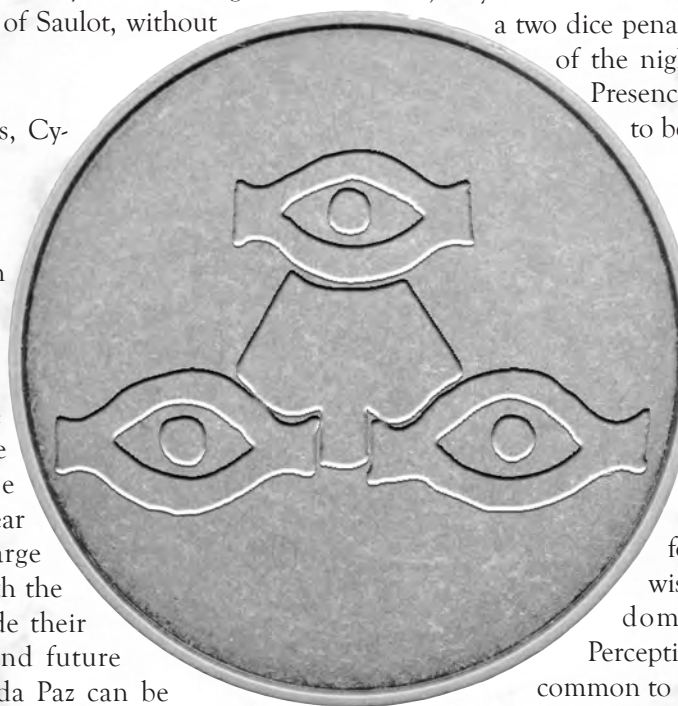
**Refuge:** The Salubri take refuge in human communities in need of some kind of help. They are

usually close to the communities, acting as pastors and leaders who inspire hope for the people who live there.

It is very common to create healing houses, where they train humans with the practice of medicine, heal them with their Disciplines and help people to understand their deepest internal conflicts.

**Weakness:** If a Salubri learns the first point of Valeren, he manifests the characteristic third eye of the Discipline. Salubri must succeed on a Willpower roll (difficulty 6) if they want to feed on those who do not want to be food. Usually, a Salubri asks for permission or arranges other means of food. If they fail, they must find a vassal who wants this or suffer a two dice penalty on all rolls for the rest of the night. Victims fascinated by Presence count as humans willing to be food.

**Character Creation:** Salubri prioritize people of good will, empathy and determination. Before embracing, seek. Generally, Mental Attributes are primary and Social Attributes can be secondary, although it is not a rule. The preference for skills that demonstrate wisdom such as Popular Wisdom, Medicine, Occult or Perception, the attribute, are very common to be found in healers.



## Stereotypes

- **Baali:** Even in darkness there is an opportunity to find light. But only those who want a cure can be cured and this is not the case.
- **Assamite:** In the past, your honor was enviable. Today, I already doubt that there is honor between them.
- **Brujah:** Similar philosophies, different attitudes. It is what we have in common.
- **Cappadocians:** They see in death what we see in life. There must be balance in all aspects.
- **Kindred:** If we tried the right path, we would be humanity's greatest allies.

# FOLLOWERS OF SET

“They say that we are hedonists, minions of darkness and destroyers. I ask you, what did the great empires spread but hedonism, darkness and destruction?”

Setites are known to spread chaos, destruction and darkness across the empire. They have existed since ancient times, like all Kainites, but claim that they are direct offspring of Set, the Egyptian deity. It may even be reality. After all, your mayor who called himself Set until recently and all these vampires are following him fervently. But I believe that it is not a deity but some one who wants to be worshiped as one.

The Setites have no history of peace with any of the families, as they dispute everything all the time.

Alliance with these servants of chaos is a difficult thing to do. The Cainites who are allied end up betrayed or converted to the Setite's tepid religion. For them, everything is a poorly told story. Everything is a misrepresentation and in fact the myths are heavily interpreted by the deity Set. Cain did not exist and they do not even consider themselves Kainites, but Setites. They completely disregard Cain as the propagator of our curse. The Setites believe that Cain is a comfortable creation for the Cainites not to exercise their faith for Set. Such an ideology makes them try hard to impregnate the word wherever they go, bringing a little of Set's "commandments" even to those who would not want to know it. it.

Of course, not all Setites are like that. It would

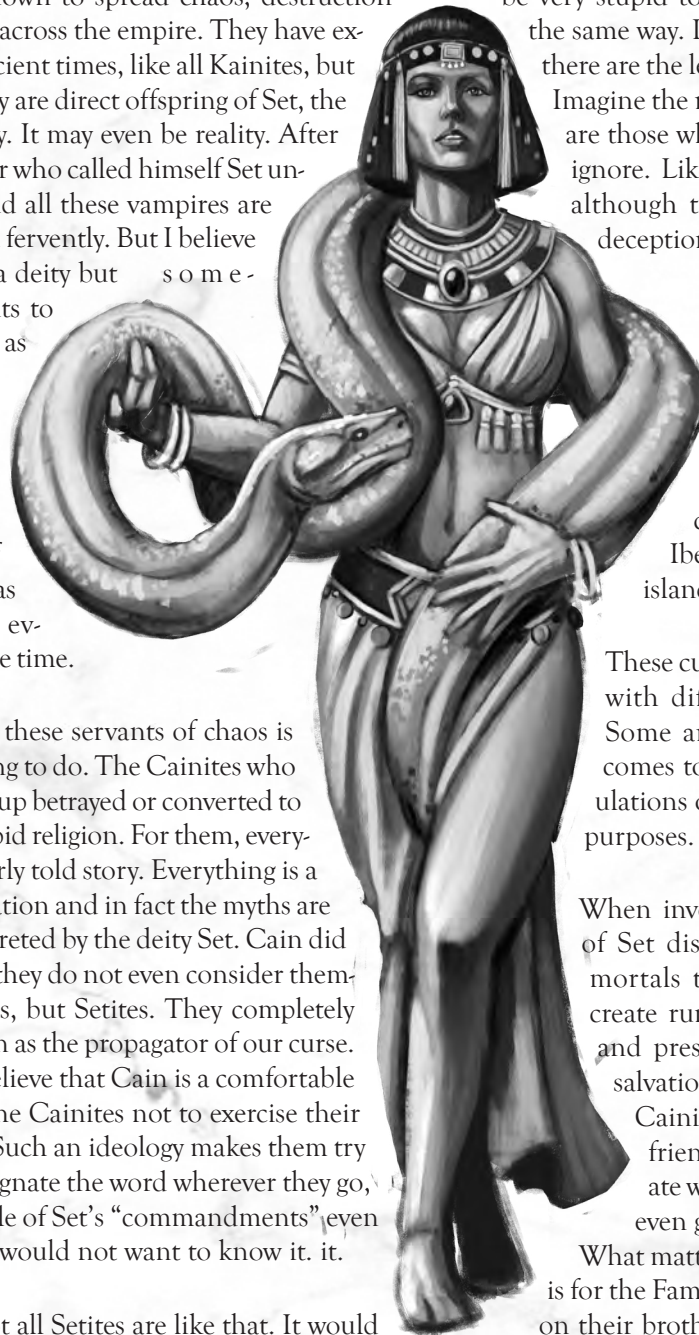
be very stupid to say that the whole Family acts the same way. In fact, there are the faithful, but there are the less faithful and the independent. Imagine the religious: There are fervors, there are those who believe and those who simply ignore. Likewise, it works with the Setites, although they all usually have a trace of deception in their veins.

His presence has always been among the great empires. In the Roman Empire, it would be no different. The Setites are generally scattered throughout the empire, although they are commonly found in the Egyptian, Iberian lands and among the Greek islands.

These cursed ones vary in their strategies, with different motivations and goals. Some are even evil, especially when it comes to how they will convert the populations of Cainites and mortals for their purposes.

When involved in religion, the Followers of Set distort the local religion causing mortals to worship other deities. They create rumors, instigate the loss of faith and present their deities as Set for the salvation of humans. When involved in Cainite politics, they become the best friends anyone can have. They negotiate with anyone, without scruples and even get their hands dirty if necessary.

What matters is your goal. Usually this goal is for the Family. Setites rarely turn their backs on their brothers. The conflict of beliefs is so





strong that some Setites have claimed that the existence of Christ was a bad joke for the Cappadocians, who wanted to gain influence over the Malkavians.

This peculiar way of working turns the Setites into unreliable and completely different Kindred. The same happens the other way around, because a Setite never trusts anyone but another Setite.

**Nickname:** Serpents and Setites

**Organization:** Setites organize themselves in cults, have extremely well-established hierarchies based on ancient Egyptian temples. That is, in every temple there is a prophet and a cleric running the place. Depending on the number of followers, there may be more.

They are completely respectful of each other, dealing with castes related to the age and generation of the Setite. Because they consider Set to be the first vampire, they count the generations from Set on, so a Setite is always "two generations below expectations."

**Background:** The way these vampires use to look for new embraces is appalling. The choice is by hand. Usually someone intelligent and manipulative, so that he collaborates with the faith in Set in one way or another. Warriors can be embraced, although the specifications are more physical than social. The Follower of Set completely deconstructs that target's life and shows Set's pity towards the new vampire who is about to be embraced. A complete change in personality is made when embraced. Then, the young man is introduced to the city services, participating in the initiation and the Setite rites.

**Refuge:** Because they have a facility to be burnt by the sun, Setites usually bury themselves underground in basements, caves or rooms below the temples. They usually look for ruins or caves, where they can gather services in favor of Set during the

nights and prepare for future plans for the family.

**Appearance:** These Cainites tend to choose humans who are of Egyptian, Nubian and Arab descent. In the past, it would have been very difficult to embrace someone outside Egyptian domains. Today, the Setites are forced to adapt to the empire and for this reason they started to embrace the Romans too.

**Disciplines:** Obfuscate, Presence and Serpents.

**Weaknesses:** Setites feel the curse more painfully than other Cainites. When exposed to the sun, the aggravated damage they take is doubled. Some explain that this happens because Horus, the Sun God uses all his forces to destroy them, since he is Set's declared enemy.

## Stereotypes

- **Assamite:** They kept themselves honorable for centuries, but at the first opportunity, they surrendered to Set's will. They don't want to see that they have already been chosen.

- **Malkavians:** Their beliefs only make me believe that this is a challenge and an affront to Set. Soon they will have their due punishments

- **Cappadocians:** Liars and deceivers. They run away like chased dogs and we know that this indicates their fear of the punishment that will come from Set. Their deities will not save them and their skills with the dead.

- **Lasombra:** Created by darkness, but without faith at their side, they will perish. Set gave them the power of darkness, and they thank him little. Ungrateful.

- **Ventrue:** Mithraism is nothing but a false illusion of Horus. Soon, you will feel Ahriman's fury over your heads.

- **Salubri:** Your wishes are enviable. They would make great disciples when serving Set.



# TOREADOR

“Art? It is not simply art. We create inspiration. We instigate motivation. We will dispel your fears and you will know the pleasure. Because it is what we are, in part, we are the desire for emotions that people could not feel. We are Toreador.”

Speaking of all the disastrous events of Jyhad without involving the Rose Family is a sin. Toreador are those who manipulate without anyone seeing. While the Ventrue take the lead and Malkavians act as right arms, the Toreador are playing politics, pitting the pieces against each other. For you to understand better, I will start after the fall of the Second City.

Recently, the family suffered a huge loss, the Amarantha case. But this conversation must not come for now.

In ancient times, the Toreador found their peace among the Greeks. Artistic techniques from older empires began to be taught to the Hellenists, thus enriching the culture of that people permanently. Architecture, sculptures, literature, music and stories were the result of the creative combination of Toreador with splendid mortals. There were clearly other civilizations influenced by the Rose Family, although the Greeks were its golden chest.

The Medical and Peloponnesian Wars destroyed the Greek states. The fall of Tróia, of which there is still debate, the coming of Alexander the Great, apparently tutored by the Ventrue were the drops of water. These remarkable events served as a lesson for the Toreador to learn how to adapt to any environment and in search of fitting into some society, the Toreador sought the Phoenicians, specifically in Carthage, on the wing of their Brujah brothers.

The combination of Toreador and Brujah could not be better. Carthage has risen to the height of what mortal civilization could be. Two passionate families who loved what they practiced together? Splendid result.

When

the centuries passed and possible conflicts with Rome came to pass, the Toreador, suspicious of a possible fall and betrayal of the Brujah, exchanged information with Rome so that they would have space there. Yes. Betrayal. Although they call it not betrayal, but survival, they were, after all, severely damaged in ancient Greece.

Well accepted in Rome, after the fall of Carthage, the Toreador became truly Roman, part of the culture and incorporating all that Greek archetype they had created hundreds of years ago. Architecture, urban planning, landscaping, stained glass, sculptures and other wonders became his legacy in the empire.

Rumors claim that Vitruvius was created by a Toreador.

It is believed that the coming of the Family of Craftsmen was a beautiful acquisition to the empire, since the Toreador started to focus with full force in the manipulation of the population taking advantage of the resources of the city. secretive form of

I t s



working guaranteed them many benefits in Roman territory. Information, status, mortals, huge flocks and minions. Nothing could be better. The Toreador then work very secretly. Their ability to blend with mortals made them extremely important. They create ideas, they instigate mortals and control them without realizing it. Toreador know how to turn the dream that humans have into reality and perhaps this is one of their greatest weapons: The people.

**Nickname:** Artisans, Aesthetics and Vanitas.

**Disciplines:** Auspex, Celerity and Presence.

**Appearance:** Toreador dress very well, always looking good and smelling. They wear the best clothes and present themselves with the best labels ever discovered by man, so that they can be welcomed by humans wherever they go. It does not mean that all Toreador are immensely beautiful, but at least they try to adapt to humans.

**Background:** Usually they choose artists, brilliant people who can create and bring some innovation to the Family. It is very common for Toreador members to also embrace simply for the pride of showing what their offspring is capable of doing for the Family, but they always choose brilliant guys.

**Character Creation:** Toreador prioritize Mental or Social Attributes first. Keep in mind that Physical Attributes are almost always tertiary. Generally, Toreador have a specialization area, which can be Crafts, Academics, some knowledge that bring them artistic gifts. In Background, there is a tendency to invest in Resources, Contacts and Status. Toreador value Status.

**Weaknesses:** Toreador have the least appreciation of all Cainites for many things. However, when they encounter an exasperating work of art, a perfect work of art or artistic style (defined by the narrator and player) he goes into ecstasy, daydreaming about the

beauty of that art. Scroll Self Control or Instinct (difficulty 5) when it happens. And if they fail, the reverie of your senses continues until the scene ends or the object comes out.

The Toreador are so delighted by the glimpse of art that if they withdraw from their visions or if an object that they consider belonging to is stolen, they can be driven to fury in an instant. Enemies can use this when doing. This can make the Toreador awaken a completely inhuman side and start planning long and long moments of completely sadistic pleasure with the one who captures and is responsible for the stolen items and the nailed pieces.

**Organization:** From time to time the Toreador meet at conventions showing their creations and creations of their offspring. As a way to inspire or envy your internal opponents of the Family. Although there is nothing hierarchically established within the family or traditions, this has become the only one that the family always meet, now and then.

## Stereotypes

- **Ventrue:** They need government to show power. We do not.
- **Malkavians:** The art of scrying is not for everyone. Fortunately they do their job very well.
- **Nosferatu:** Disgusting. Unimaginable to think that beings like these could live among us.
- **Brujah:** Sorry, who?
- **Cappadocians:** Perhaps they see in death what we see in art. Although we don't want to be together.
- **Lasombras:** The times of looting on the high seas have made them selfish greedy.
- **Gangrel:** Barbarians. Do I need to say more?
- **Tzimisce:** Honestly? Waste of skill.
- **Assamite:** Plebeian, aristocrats or patricians, it doesn't matter! Wherever they are, the killers know how to be useful.
- **Setites:** Every family has a child that shames them. Unfortunately, for vampires these are Setites.



# TZIMISCE

“The cycle of nature is that you are my food and I,  
your predator.”

Endless war is the great concern of the Tzimisce. Since they began to inhabit the Carpathians before the great flood, the Tzimisce have fought with Lupines to protect their lands. It is not known exactly when or how it started, but legends claim that there was a great spirit, liberated by the Tzimisce millennia or centuries ago. The great spirit, imprisoned by the Werewolves, taught the Tzimisce innumerable secrets in a multiple protection agreement. Furious, the Werewolves declared war on vampires in the region. Of course, the war between vampires and werewolves has always existed, although in the Carpathians this war is an act of revenge.

In no-man's-land, the pawns truly suffer. Mortals came to be often used as pieces, both by werewolves and vampires. Ineffectively, the Tzimisce appealed to their Gangrel brothers, who were suffering side effects from the great Carpathian battles. I believe you remember that I mentioned a certain alliance between Werewolves and Gangrel, correct? In the Carpathians, this is not the case. Apparently they are like different people. Totally different cultures and ideologies. There, war is over territory.

The crusades carried out by the Werewolves, daily began to force the appeals of the Tzimisce to ally themselves with other creatures. Therefore, the need for assistance from Gangrel in the region was necessary. In no man's land, pedestrians

The secular war has remained firm even with the collapse of time

until today. Werewolves began to carry out crusades as offensive movements, destroying many vampires on the way. A real disaster, even with the witchcraft learned by the Tzimisce. While Tzimisce and Gangrel are fighting together to keep the Carpathians, a part of the Tzimisce Family mobilized for Byzantium in search of shelter.

Byzantium became the nearest capital, with resources, size and structure to be used as support, as a rest while the Tzimisce frontline keeps the Carpathians still inhabited. The Umbrae Corpus Pactum (Pact of the Body of Shadows) was held in alliance with the city's Lasombra. Affirmations say this was the first agreement between both Families. Clearly momentary, the agreement was created so that the Tzimisce could have space in Byzantium. The Tzimisce would use their resources to defend the fortress called Byzantium when the Lasombra decided to divide the empire.

Currently the Tzimisce fight together with the Gangrel for their territories. The Meat Family use their Disciplines to create their “battle monsters”, affectionately nicknamed Vozhid. They are creatures shaped by their Discipline, Vicissitude. Meanwhile, the family remains divided, stabilizing more and more in Byzantium with this peace agreement with Lasombra.

**Nickname:** Monstrum

**Discipline:** Auspex, Animalism and Vicissitude.





**Organization:** Large families of ghouls created by the Tzimisce are their true organization. That's because the Meat Family had to win in numbers from the Lycanthropes, creating their battle ghouls. These establish complete hierarchies within the Tzimisce. These families are said to be literally part of the Tzimisce, although it is not possible, since they are not true Cainites. The Tzimisce experiments created a huge network of ghoul families, each with possible supernatural characteristics and different abilities, purposely so that they had minimal strength against the Werewolves.

In addition, the Tzimisce are divided into two variants: those that destroy meat and make their grotesque creations and those that make everything especially beautiful. Although it does not influence Family relations, they make them, in a way, diverse.

**Appearance:** Tzimisce oscillate in appearance. In urban territories, they use their skills to become the most beautiful subjects that anyone in the city could see, making Toreador even jealous. During periods of peace, they transform themselves into living models, creating admirers for all the cities they pass through and also many invading opponents.

During times of war, the Tzimisce become the most fearful creatures, bringing terror and nightmares to those who see them. Their forms of war involve transforming themselves into enormous creatures, almost three meters high, exchanging their arms for blades and making them specialized in creating massacres. The Zulo shape, well known by the Family, reflects this behavior well. All for the sake of protection, of course. Vicissitude is your greatest social resource and your greatest war resource.

**Refuge and Prey:** Tzimisce live like kings in the places where they reside. Whatever they consider luxurious, they will have inside their havens. They

do not like being in their havens and showing disadvantage even to visitors who do not present them with dangers.

Territorialists too much, they can even set up traps within their havens as guarantees that no one will try to steal them while they sleep. Their food comes directly from the families they raised, with dozens of ghouls at their disposal. Otherwise, they create their own ghouls and make them victims.

**Background:** The Tzimisce have the habit of embracing humans of noble blood, who came from patricians and are important people, of wealth and power, thus representing the dynasties they create.

**Character Creation:** Tzimisce can have very variable appearances, so they value Mental Attributes in primary and Physical in secondary, so they can be versatile in their wars. They tend to invest in Minions and Herds when it comes to Antecedents, and can have dozens and dozens more within their havens, all acting as their loyal servants through the vow of blood and more intimidating means.

**Weaknesses:** Vicissitude acts as a constant compulsion for Tzimisce members. For each day that a Tzimisce passes without using Vicissitude, he will lose one dice for any actions, except for the virtues. It is an addiction that consumes it over the centuries. The lost die will only recover after using Vicissitude.

## Stereotypes

- **Gangrel:** Temporary allies. Not unlike us, in a way.
- **Lasombra:** Your arrogance will make you fall.
- **Salubri:** Fanatics who fight for the wrong causes.
- **Ventrue:** Insolent. Do you really think we have an interest in your corrupt empire?
- **Lupines:** Our most deadly opponents. The only ones who managed to reach the same level as us.



# VENTRUE

“We kept the Cainites for a long time, but when we let them act on their own, we realized that we had made a mistake. So, once again we will rule and be your guardians.”

Born to rule. That's how the Ventrue believe they are. Their past tells them a lot about it, as they believe that their Autarch, Ventru, was one of those chosen to lead the Second City and watch over the Cainites when Cain withdrew from the lives of all his descendants. But the true value of the Ventrue is not found at that time, but in Rome.

Even when Rome was a small colony, the Ventrues had arrived in the city, especially Tinia, one of an intelligent and respectful Cainite. Collat, Tinia's youngster liberated the city from slavery and started, together with his companions, what would come to be known as a republic, when its creator was in deep sleep.

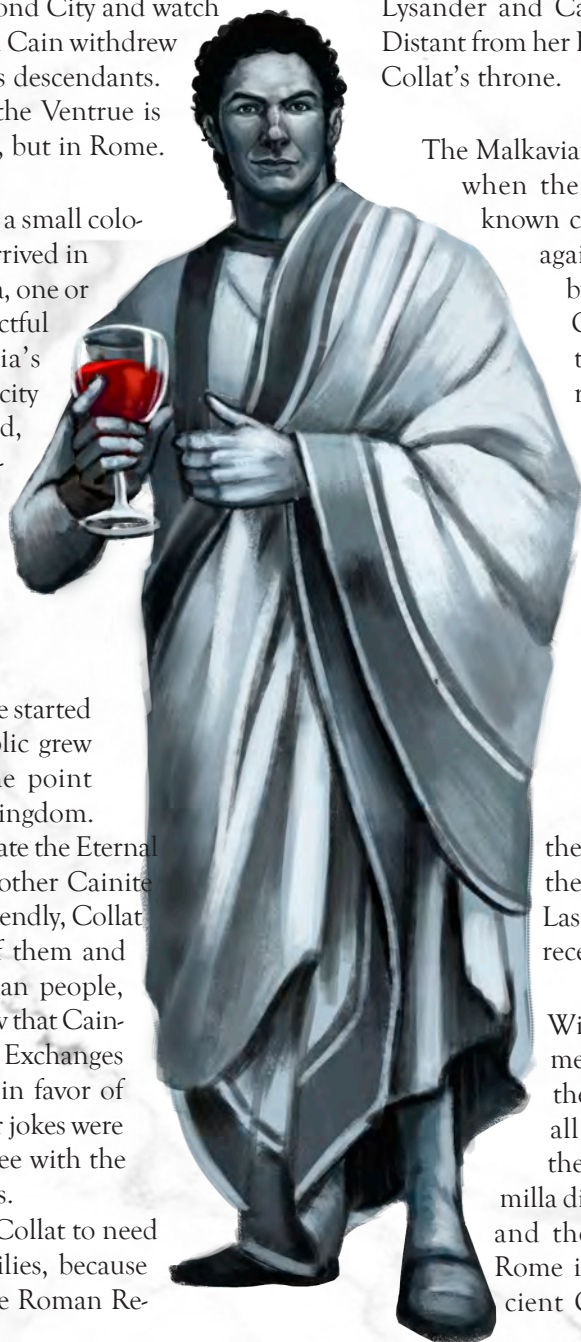
The expansion of Rome started early. The small republic grew more and more to the point of becoming a great kingdom. Collat was forced to create the Eternal Senate along with his other Cainite companions. Always friendly, Collat won the trust of all of them and manipulated the Roman people, never letting them know that Cainites truly ruled the city. Exchanges of favors, investments in favor of the city and many other jokes were given to citizens to agree with the government's decisions. It didn't take long for Collat to need the help of other families, because of the expansion of the Roman Re-

public. When Rome met the Greek States, Camilla, Collat's cub met Lysander and Arthemis, which was destroyed years later in the Punic Wars. Together, Lysander and Camilla had multiple admiration. Distant from her Lord's ideologies, Camilla usurped Collat's throne.

The Malkavians were called to be their advisers when the empire occupied much of the known continent and soon came the war against Carthage, greatly facilitated by information from the Toreador. Carthage's fame was designed for the Ventrue by members of the Toreador and Malkavians. The Ventrue knew they needed to “save” their Brujah brothers from hell and after failed attempts at diplomacy, they started the war.

When Carthage fell, the Ventrue dissolved the Brujah so that there was no chance of revolt, but when a problem is dealt with, others appear in place. The Gangrel, dissatisfied with the power of Rome, began to retaliate the ends of the empire together with the Lupines. On the other hand, the Lasombra conquest of Byzantium has recently divided attention.

Wisely, Camilla proposed an agreement to avoid the early partition of the empire. Camilla's plans involved all Ventrue in the empire serving their will. With time and work, Camilla dissolved both the Roman Republic and the Eternal Senate, transforming Rome into the Roman Empire. The ancient Cainites who ruled Rome could





no longer influence the Empire, since Camilla centralized power, proclaiming herself as the first Pater Patriae of Rome.

Influencing little in the mortal world, Camilla focused on vampires, creating and electing vampires for positions so that not only other Roman Ventrue but members of other Families would succumb to his command, always helping other vampires, exchanging favors and creating a completely stable base. Currently the Ventrue work to gain support in dealing with the Parthians and the Gauls, distributing influence among the Patrician vampires who accept to assist in the power of Rome.

**Nicknames:** Patrician Leaders or Blue Blood

**Disciplines:** Dominate, Fortitude and Presence.

**Senatus:** Created by Camilla, Senatus is a “sect” located in Rome, the main city of the Ventrue. There, there are the leaders of each Family, who act as advisers to Camilla, although Camilla shared her position with two other Status Ventrue. One of the two is believed to be Lysander. Ventrue votes count as a majority, most of the time. The idea is for each Family to have a representative within the Roman Empire. Senatus is something beyond a Primogenium council, as it extends to the entire empire. It is not known how anyone can be part of Senatus, but elections are held from century to century to replace the Members of Senatus, with the exception of Camilla and the two Ventrue.

**Appearance:** Very well dressed, when working with politics. Clearly the Ventrue prioritize Romans. When working with the military, they prioritize peccs that squander greatness.

**The Embrace:** The Ventrue seek to embrace men of power, such as countrymen and generals. People of importance are targets for them to maintain power

for the empire. They never embrace anyone and all the pups are meticulously chosen so that they can represent the greatness of blue blood. As soon as they embrace, they soon begin to train their young, showing how to govern themselves and teaching them almost all the secrets that are necessary for a rapid rise to power. It is very common for a Ventrue to indicate a baby for his position.

**Character Creation:** Ventrue prioritize Social and Mental attributes. The order may vary, but it is difficult to find a Ventrue that does not have at least its Mental Attributes at a high level. The preferred background they invest in is Influence, Resources and Status. In this way they manage to move the pieces of the game to their advantage.

**Weaknesses:** The family presents a meticulous selection even for its food and this is its weakness. They need to choose a specific type of people to feed themselves (patricians, harlots, religious, Gauls, etc.), otherwise they will not get nutrients from anyone other than humans who believe to bring them satiety.

**Haven:** Ventrue tend to choose strategic locations. Large palaces, fortresses or big houses are part of your choices because they can influence all around you and have access to all kinds of resources you want, including food.



## Stereotypes

- **Patricians:** If no one among them knows how to lead, then we will be their representatives.
- **Aristocrats:** Keep them close to you and you will know when to use them to your advantage.
- **Plebe:** Difficult to give an opinion. Their lack of importance is such that I almost barely remember them.
- **Brujah:** The emperor does not care about the commoners.
- **Lasombra:** What irritates them most is that they know they will never be what we are.

## Bloodlines

Bloodlines are like branches on a tree. They are parts of the same family, although they have some different characteristics or do not conform to family rules. Naturally, they do not have a mayor. Most of the time they are led by some direct child of a mayor who saw himself as independent and created his own rules.

Strains do not usually occur as often. Not yet, and there are slightly few relevant ones that make a difference for the Cainites. In reality, many of them are futile. Of course, this is the opinion of a Malkavian. There are those who see a lot of value in them. For example: Do you really think that a Salubri would trivialize some other lineage that was not of a hellish nature? Of course not!

### How do They Work?

There is no clear rule, but what to keep in mind to know how a bloodline works is to first understand how the clan works. Selective and restricted clans like the Ventrue are unlikely to have any lineage because it is not up to the Ventrue's behavior to allow them to think anything other than what the clan naturally thinks. There are more chances for traveling clans who are not so cautious in their traditions to embrace some Kainite that distorts the clan's teachings and creates a lineage than very restricted clans.

The bloodline is defined when an ancient vampire, usually a member of the 4th or 5th generation, uses different disciplines or characteristics in their traditions and behaviors, even though the weaknesses are completely different. It is difficult to find any lineage with an 8th generation leader, not to say impossible. Necessarily elders tend to create more than newly embraced youth. Firstly for the stability they can provide, secondly for the knowledge they have.

### Differences in Game

Blood lines differ in some factors. Some of them have their own disciplines, their own cultures, objectives completely different from the main line and even different

philosophies that do not fit with the others. It is possible that vampires embraced by members of the lineages even go through completely varied Embracing rituals and experience situations completely beyond the usual. Only members of the lineages know what they are going through and are skilled in hiding their true identities, and members from outside would be unable to know, if not by supernatural means.

### Playing as Bloodlines

The game with lineages can be challenging precisely because the character does not know exactly what he will find. At this time, blood lines are starting to become more common, which does not take away the fact that they are still lines. With the exception of the True Brujah, the Baali, Nictuku, Vizier and Assamite Sorcerers, the Salubris Warriors and Watchers, lineages in general tend to be a rarity among Cainites.

First, because Cainites, when they discover that a lineage is growing a lot, tend to take advantage of the moment of growth and stop it, destroying the forces of that lineage to grow. Nobody wants to have the place stolen or even risk it. Another point that damages the reputation of those of a pedigree is that the Cainites are afraid, not knowing what you can or cannot do and for this reason a large part will treat you in an unkind and harsh manner. This contributes so that anyone who belongs to a bloodline does not explore the world saying what he belongs to and what he is capable of doing, as he will not know if he will wake up with a stake in the chest in broad daylight or if he will be transformed into a study of some delinquent Cappadocian.

As a counterpart, selling your knowledge of the lineage you belong to can be beneficial, although it can allow the opponent or enemy to know your secrets and have weapons against you when you need it.

Playing with bloodlines is a unique experience and can bring good experiences within Vampire to the Classic Era. If you are looking for a different style of play, bloodlines are what you are looking for, but be prepared to face even greater challenges, as they await you.



# ANANKE

“When it’s all over, my prize will be your bones”

- Bramixtra

The Ananke’s existence is evil for vampires. Its history is confused and forgotten in the historical reports. No one has gotten enough evidence to know what the true version of the facts is and how they actually came about and all we have is speculation. In great weight, the speculations created about the appearance of this lineage resemble stories and legends completely irrational.

It all started among the Britons a millennium ago when an ancient Malkavian visited the Breton lands, hitherto unknown to civilization. In that place, where only barbarians and animalistic humans lived, without any empire supervision, Ankou, the Malkavian stabilized.

Of course, Ankou has always been a mystery. The few sources who once had contact with him described him as a creature of great curiosity about how the world works. Philosophy has always been a subject for Ankou, something very intriguing and the culture of questioning has always been part of his existence. When Ankou got to know Breton culture, he was interested in knowing the vision of those mortals. Being a scholar, his taste for understanding the human mind, but not only that, the secrets that the universe hid from us were essentially private. Therefore, as a born researcher, he devoured the legends he could get to understand the local culture.

The essence of what Ankou is today begins to be shaped since that time. When he came to understand Breton culture in depth, he was introduced to the local shaman. The shaman intrigued Ankou, for the first time in centuries he was afraid. The millennia of existence did not allow Ankou to be afraid and particularly this human did.

Somehow, Ankou was unable to understand his nature. While intimidating, the shaman displayed

innate wisdom, almost impossible to demonstrate among humans. He knew the secrets of the universe like no one and every time Ankou spent his nights talking with him, he fell in love and intimidated by the man’s wisdom.

On a waning moon night, the man made him a proposal: Ankou would be renamed, he would discover the secrets he wished and he would use the energies of death to unravel his curiosity, as long as he worked with death. To Ankou, it didn’t seem like a bad offer, since he was already used to the idea of killing humans for food. Ankou was so distant from his humanity that he didn’t even care what the proposal was about. It didn’t take long for Ankou to realize that that creature who made the deal with him was much bigger than just a man and that, after all, sold his freedom.

The Malkavian had been deceived. His lack of understanding of who this being was hurt him in many ways and made him blind to the possibilities of what that man was. Although he won the wishes he asked for, he would never be free and would always have to respond to an authority and that would be Death. He could learn the mysteries of death and he could walk beside it. She would be his companion, his ally, but he was never free again. Obviously the Malkavian tried to circumvent the rules, but each time he did, he suffered reprisals from his own mind, enslaving him and bringing horrendous manifestations of his own death.

The only job for Ankou’s eternity would be that he had a duty to bring the balance of death to the creatures who circumvent the laws of the cycle. The shaman who had given him the proposal never had contact with Ankou again and from that moment on, all the charges that Ankou received were through nightmares.

Malkavian Ankou expanded his offspring. All those

who were embraced by him or were his descendants would act as the law of balance. Very old vampires would be hunted and destroyed. Wizards who use their fetishes to exceed life would be sent to their deaths. Werewolves who for some reason managed to distort the natural cycle of their lives would also be targets. Anyone, regardless of the creature, who circumvented the law of the natural cycle should be killed.

The Ananke never did such work out of liking, but out of obligation. Others went astray and began to use their gifts solely in their favor. The only one charged with carrying out such killings was Ankou, as his offspring were not involved in the pact. Because of this, the Ananke were divided between those who hunt creatures who circumvent the laws and those who study and use the energies of death to unlock the secrets of the universe.

The Ananke who decided to become oracles performed haruspex (the art of divination by reading the entrails of a newly dead animal or human) to read truths with blood. Ananke believes that the secrets of the universe can be witnessed by examining the bodies of the dead recently. Wisdom can only be obtained by ferociously penetrating the corporeal, physically investigating the inner workings of each creature in creation.

**Disciplines:** Auspex or Presence, Dementation and Necromancy.

**Nickname:** Mors Servus (Slaves of Death)

**Character Creation:** For this bloodline, Mental attributes must be primary and secondary Physical. Hardly an Ananke has Social as its primary. Specializations in the occult and knowledge such as Thanatology are important for members of the lineage.

**The Embrace:** The Ananke perform a terrible ritual in the embrace. For them, the embrace is a

preparation for death and that is why they do not measure scruples with their offspring. Before the transformation, they pierce the mortal with several bones so that he can spend hours living with the pain of death. After a period of seven hours to seven days, hungry and fed only with kainite blood, if the mortal survives, he is transformed.

When transformed, the young Cainite goes through a ritualization process where he must sacrifice his dearest relative to collect his bones and transform into an object of power. For the Ananke, family is a distant concept and death should not have a family. The young man is assisted by some of the elders of the lineage and is even tutored by a ritualistic conductor, usually the creator himself. Last and not least, Ananke must carry that object of power that he made with the help of its creator. This object must remain in your possession for at least a century, until the maximum cycle of human life is completed. Then it can be changed, but never discarded.

**Background:** Usually Anankees embrace mortals who have a fixation with Thanatology, Philosophy or the Occult. They are mortals who already have a certain curiosity to discover the functioning of the world and search for this type of knowledge. An Ananke is unlikely to embrace someone who does not care about such studies.

**Weakness:** Ananke receive an additional Derrangement, like Nightmares or Fixation on an Object of Power. All the bones of their victims are essentially important to the Ananke.

**Stereotypes:** For Ananke, there is no stereotype. Everyone is equal in death, so they don't judge the customs themselves, they judge the worthiness of that being in dying. Just as Assamite judge by tradition, Anankees judge death and whether it is time for her to take a target from this world.





# BAALI

“Those who know the freedom of pleasure will never be bound by the prison of heaven”

Although the Ventrue and Brujah are always debating the true story of Carthage, the Baali have the final letter on what was called the “perfect city”, since since the beginning of time these vampires have crossed the existence of others looking for disgrace and destruction . Before arriving in Cartago it is interesting to know a little about the history of the Baali.

It is not known exactly how it all started, but some accuse the Salubri of being the main culprits for their existence, because thanks to a Embrace caused by Saulot's pity, three infernalists were created. But the story of these three will be told at another time.

The three expanded the power of the lineage, creating hundreds of other Baali, spawning the Second City War, destroying the lineage almost completely during antiquity. In this way, the Baali disappeared for centuries until they began to appear gradually in Zoroastrian and Sumerian cults. The Baali were among the Greeks, instigating Epicurus' research on pleasures. No matter where, the Baali always ally themselves with whoever is winning and usually, in worship services to the evil Gods of each of the religions

Their most recent activity was in Carthage, where they managed to transform the Brujah into hedonistic and bloodthirsty worshipers. It is believed that one of the three ancient infernalists, embraced by Saulot, arrived at a certain moment in the city of Carthage presenting himself under another name to talk to Troile, the antediluvian Brujah. The conversation was so frank and compatible that the infernalist managed to attract Troile's attention. The relationship between the two was very promising, as Baali was able to present a vision of Carthage completely free from all reprisals created by mortals. Not only would vampires be free from their chains, but mortals would live happily in the same environment,

as long as they followed a teaching plan. Thereafter, Carthage came to be dominated by mortals and Cainites who behaved strangely.

When evidence that Carthage was a complete pit of hedonism spread through Rome, thanks to Lysander, the companion and ally of Rome's Pat Patriae, Camilla, plans to attack Carthage took place. Many forces were gathered in order to destroy the city and when they did, few of the Baali who were there actually left, destroying almost entirely the lineage.

It is known that when the Ventrue arrived in Carthage, they noticed a desolate land, with worship services for the creatures of darkness and completely evil behaviors. From the beginning, the Baali plan was to use Carthage as the start of a great war. It is not known if this plan worked, since after the fall of Carthage, many of them spread throughout the empire, lost like the Brujah and because of this, the Baali began to infiltrate Roman cults, Mithra cults and other religions, linking themselves even to the Abrahamic religion that constantly quotes the Nameless God. As a result, they gradually gain fame as demons and servants of evil while trying to recover from the losses in Carthage.

**Disciplines:** Daimonion, Obfuscate and Presence.

**Nickname:** Demons, Servants of Tartarus

**Weakness:** Torment in Cain's blood retreats from religious symbols, and the Baali are particularly vulnerable. Unless these religious symbols have been abandoned for half a century, any individual brandishing a religious symbol for a Devil is considered to have a True Faith with a rating higher than its actual rating.

**Organization:** Carthage had been a great point of organization and gathering for the Baali. There,

they had a complete organization, with their own cults, hierarchies, rituals and sects. When Carthage was destroyed, the Ventrue and other vampires who participated in this conflict completely destroyed any chance of having documentation and records that it once existed.

The Baali are currently lost. Occasionally they come together for a unique motivation, within a city or a religious cult, after all the younger Baali still do not understand the concept of union for the sake of a single bad. Because of this they are difficult to deal with, being very selfish in their goals and harming even allies to get where they want.

The Embrace: The Baali also perform a terrible Rite of Embrace. Like the Ananke, they are completely inhuman. Baali captures his mortal and takes him to a place he has prepared. There will be a large well, full of dozens of decomposing bodies. Baali drains the mortal to near death and dumps him. In just one of the corpses, the Baali hid their blood inside one of the corpses' hearts. If the victim can find the heart before he dies and drink the blood, he is considered worthy of becoming Baali. Ironically, this makes the Baali the only clan that regularly gives the victim the choice to become a vampire or die.

**Character Creation:** Social Attributes are primary, with Mental ones secondary. The Baali are social creatures in the first place. Stealth is a Skill developed in each newly embraced Baali, as they need to mix with mortals and act in the shadows. Knowledge is very common, especially Academics, Philosophy and the Occult. Labia is an especially valued talent. Most Baali follow the Philosophy of Sin. Hardly does a Baali follow Humanity or any benign Philosophy. Some of them would rather die than follow the

path of good.

**Refuge:** The Baali prefer abandoned places of worship, desecrating altars with blasphemous rituals. They gather in worship around them, gradually converting mortals to the worship of dark and ancient powers that they manage to use over the centuries. Many Baali try to impersonate themselves as evil deities or servants of such deities and introduce mortals to hell.

**Appearance:** Rejected by everyone, the Baali must blend in with the environment and thus dress in a deadly manner. Their clothes are generally of good quality and their elders carry scars from meaningless rituals, fleshy relics from mortal years spent in ignorance. Younger people may mistake former Baali members as inhuman Tzimisce. It is no wonder that some Tzimisce are called demons as well as the Baali.

## Stereotypes

- **Salubri:** They try to destroy us because they cannot stand the fact that we have overcome them.
- **Assamite:** In Carthage, they fought alongside us without even knowing that they were converted on our way. Just pay and they forget your honor.
- **Brujah:** There is no better companion than a Brujah's passion and fury. They are everything that our freedom preaches.
- **Setites:** We are extremely similar and yet they insist on enmity. There can be no place for two profane and we certainly will not give them this pleasure either.
- **Lasombra:** We also serve darkness, the difference is that we assume our usefulness.





# TRUE BRUJAH

“There is no better teacher and tutor than time, as the biggest challenges in life and non-life are overcome only by analyzing and contemplating it. Sit down and see.”

The story of the True Brujah is the same as that of the Brujah, although their point of view is different. For them, Troile is not their Antediluvian. In reality, they believe that their Antediluvian was betrayed and diablerized by his own offspring because Troile believed he was dislocated and underprivileged simply because he had no patience to understand time. In revenge, he chose to betray his creator. Only after this did the clan split, with the logical and dispassionate vampires on one side and the angry and emotional vampires on the other.

Having abandoned the Temporis Discipline, the clan's signature, and having to conform to the rawness of Rapidity, the rebel followers were jealous and fearful of their loyal brothers. The thieves called for peace, claiming that both halves of the clan were equal. However, they embraced much more often than loyal vampires, drowning out both in number and volume. This was enough to carry out a coup. Great confrontations were generated and although the True Brujah were masters of the time, the corrupt tactics of their brothers, catching them off guard, before they could carry out any attack and in greater numbers, the Brujah were gradually destroying the lineage. Over time, the True Brujah were forced to hide in the shadows, forgotten and marginalized.

Because of this, over time, the True Brujah began to hide. In reality, their advantage was precisely thanks to this concealment, as they now had time to study history more closely. Some even do so by posing as Brujah and faking the behavior of the newest members of the family while studying historical events.

To the true Brujah, Carthage was a condolence. Although they are opponents of their Brujah colleagues, the idea of a city at peace, that mortals and Cainites live together is a long-forgotten dream that

the True Brujah have wanted to recreate since the Second City.

The Brujah True now and then pass through the forgotten empires of humanity. In ancient Sumer, Achaemenid, Babylon, even ancient Egypt are the focus of highest priority for studies among these Brujah. Carthage has recently become the focus of the most courageous studies. After its fall, the site was completely abandoned and destroyed. Occasionally some mortal settles there or some villages attempt a reconstruction project. The wreckage of Carthage still remains, like memories of an old city that has reinvented itself. The only caveat that shows sadness to the True Brujah is the fact that their brothers allowed themselves to be manipulated.

**Nickname:** Wise, Archaic (perjorative)

**Disciplines:** Potence, Presence and Temporis

**Weakness:** True Brujah become cold soon after their Embrace (if they were not already) and this only gets worse over the years. The difficulty of all Consciousness and Conviction rolls is increased by two (maximum 9). The purchase ratings in Consciousness, Conviction and Philosophies cost twice the normal experience costs.

**Haven:** True Brujah usually hide near areas of academic activity or near places of historical importance, depending on the owner's tendencies. However, while searching for the truth about their past, a member of this lineage can locate a refuge almost anywhere, as long as it is advantageous for that time. No matter where your getaway is, visitors to a True Brujah's resting place are amazed at how timeless the getaway looks. Statues, documents, art and more can be on display as befits the owner's

studies. Depending on the Temporal domain of True Brujah, some or all of these items can be protected from the devastation of time, so the Sage can discover any secrets about that artifact, frozen in time.

**Background:** These Brujah rarely Embrace, and only do so when it is a clear benefit to them. While the lineage as a whole knows that its small number gets in the way of their cause, they refuse to Embrace for anything other than cold logic. To do the opposite is to follow the path of what they call Brujah “rabble”, which is anathema to them.

When a Sage decides to Embrace, he judges the potential of a potential child for rational thinking, the application of logic and remarkable ability in academics. These characteristics are what truly attract the attention of a True Brujah.

Gender, nationality, religion or other factors are irrelevant to you, except one: No True Brujah Will embrace a mortal who lacks the ability to keep his emotions in check.

**Character Creation:** Mental attributes and knowledge are almost always primary. True Brujah who infiltrate ancient ruins often also have respectable Physical Attributes.

Regardless of the focus, Academic, Occult and Philosophy are used frequently. Most True Brujah also teach their progeny how to defend themselves if necessary.

**Organization:** True Brujah no longer have a stable organization. The fall of the lineage made them lonely wanderers. It is very difficult to see more than one True Brujah in a city, with the exception of Mister and child. Although it is a rarity, when Brujah True meet, he is able to collaborate and debate together

about his studies. Some compare theories and stay together for a period of time until they are satisfied with the results.

In other cases, the True Brujah even exchange artifacts if necessary for the progress of time studies. If one obtains a sword from ancient Sumer and the other an Egyptian dagger, it is likely that both will debate the rarity and value of the artifacts.

## Stereotypes

- **Assamite:** Their reasoning is common with ours, although we have different ways of using our thoughts.

- **Brujah:** They claim to be on the right side, but even thieves can also be stolen. One day, time will show the truth.

- **Cappadocians:** We study time. They study death. We both have our fixations and I can say that I admire death, because in some moments it proves to be more enigmatic than time.

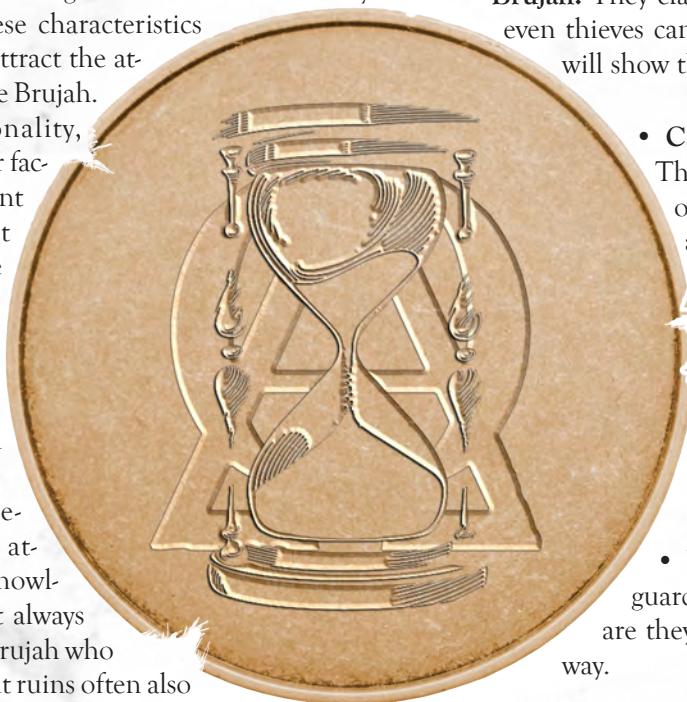
- **Gangrel:** Your bestiality can be offset by the value of your company. They are very talented in the art of survival.

- **Ventrue:** They often act like guardians of the Cainites. But rarely are they the ones that actually act this way.

- **Followers of Set:** Talk to them and you will think they are your best friends. Analyze them and you will find that everything is just a shell of lies.

- **Malkavians:** Of all the Cainites, it is possible to admit that a conversation about time with a Malkavian could be very fruitful.

- **Ravnos:** Like us, some of them have an objective and some do not. Cling to those who own.





# CHILDREN OF OSÍRIS

“Salvation is no secret. Salvation is within everyone, it is enough that they want to seek it. But of course, it must be earned and not inherited or stolen. ”

If there is evil in the world, there must be good. If there are Setites, then there will be a counterpart, another side of the coin and this side of the coin is the Children of Osiris. While the Setites claim the destruction of the world, the Sons of Osiris claim salvation, teaching Cain's young to ascend Golconda. But not without reason, in reality they believe in the myth between the God Set and his brother, Osiris.

The myth says that in ancient Egypt, millennia ago, two brothers lived: Pharaoh Osiris and his younger brother, Set. Osiris was a wise ruler, but Set was envious, coveting both the crown and Osiris' wife, Isis. Making a dark bargain with the Apep deity, Set became a non-living demon with great power so that he could take down his brother. With a heavy heart, as he still loved his brother, Osiris prayed to Ra to give him the power to deliver his land from this new evil. Ra responded by granting Osiris divine gifts, but also by tying him to the darkness so that Osiris could serve forever as Ra's representation at night. When the two brothers clashed, even Ra was unable to match Apep and Osiris was overthrown, killed and dismembered by Set. Set took each part of Osiris' body and spread it across Egypt, so that there was no chance of reassembling.

However, Set had not counted on Osiris' wife, as Isis was a great sorceress who decided to reconstruct her entire husband's body again. After making a grand pilgrimage through Egypt, she gathered each remaining part and was successful at the expense of any children they might still have, as Osiris could no longer create life. Even after defeat, Pharaoh remained wise, offering everyone a chance and the power of forgiveness. Some cursed creatures like Set sought him out voluntarily in an effort to heal their souls with Ra's light and still do. Osiris acts as a teacher, teaching how to achieve redemption,

Osiris is the hope of redemption during the endless Kindred nights.

Although the Children of Osiris contain this version of the facts, obviously the Setites have their own version and in this, they are correct. Another curious factor is that many Setites believe that for this story, Cain may be just a myth or legend, since it is very similar to Cain's story. There are vampires who confabulate the correlation of both stories, linking the facts by understanding a little more about the history of vampires.

In the current empire nights, the Children of Osiris generally center in the Middle East, although it may be possible to find them in the West. Hispania may be a region more accessible to them, but don't expect to find them in Britannia. They do not walk the empire in a frivolous way and spreading Golconda's secrets to the first ones they see. First, the one who seeks salvation is analyzed and if it is proved that he is truly seeking redemption, then the Children of Osiris will likely help him. Do not confuse, as they do not actively recruit new Cainites, as a religion, they only assist them. The ordeal later came to depend on the interest of that Cainite who came to ask for help.

The Children of Osiris are not as numerous as the Setites, although they may come close. From time to time they recruit new Cainites more often to combat the evil of their Setite brothers. It is not as if they are going to kill their brothers, although being a Son of Osiris does not prevent this, but they know that they cannot let the corruption of their brothers spread and after the fall of Carthage, many vampires came looking for them, seeking cuddle and comfort, after witnessing the horrors caused by the Baali.

**Nickname:** Penitents, Pharaohs (perjorative)

**Refuge:** Although they are kind and seek to assist in the redemption of the Cainites, it is not possible to do it without causing some fanfare. Because of this, Princes in Rome often expel them from cities or hunt them down while their Setite brothers assist in this process. No one needs a Cainite teaching Golconda to the youngest. This forces, although they already had this behavior, to meet in groups. If there is a Son of Osiris in the city, then there must be two or three with him.

They usually take refuge in community or quiet places, where they can have peace. When they settle there, they transform their havens into places of calm. Some believe that this is some kind of witchcraft while the most knowledgeable know that it is their Discipline Bardo. After all, when they eat, they prefer strong and resistant humans or animals. The Children of Osiris also do not compel or steal blood from humans, they ask.

**The Embrace:** The Children of Osiris cannot Embrace, and actively recruit other clans into his sect. Still, others may seek him out, usually a Cainite who is desperate with the darkness of his existence and has heard of the Children of Osiris as a seeker of Golconda. Such a penitent can be from any clan. Don't expect Setites to do this, because it won't happen.

**Disciplines:** Bardo and two other main ones of the original Family.

**Weakness:** Weakness of the original clan still remains. Furthermore, the initiation rite to enter the sect makes the blood of a new recruit infertile and he is no longer able to Embrace.

**Organization:** Although it has grown up with so many traumatic wars, this does not mean that the Children of Osiris are as populous as Nosferatus. Let's say it could be a rarity to find them and these days it's just hard to find them. This opens space

for them to get organized in some cities that have temples of Osiris. There, they meet with their mortal followers to commune and exchange experiences.

Although many cities do not have temples of Osiris, this is not a problem. They found cults in worship of Osiris. They do not necessarily have to be in temples and if necessary they make their havens their temples and gradually build bonds with mortals so that they reform their havens to look like temples.

There is no central unity or organization among the Children of Osiris, who command everything and everyone. There are rumors that the oldest of them is in contact with Osiris himself and those who arrive at Golconda can talk at least once with Osiris, generating a great expectation and objective in the sect to achieve this feat.

## Stereotypes

- **Assamite:** Although just and honorable, their recent customs of drinking the blood of their opponents have been terrible.

- **Brujah:** Poor people deceived. In the past their goals were respectable, a pity to see what they have become.

- **Cappadocians:** Your recent struggle to protect Christians is a big decision. Although his methods of studying death are uncomfortable.

- **Lasombra:** They love darkness. Basically, they are not far from the Setites. They just don't admit it.

- **Salubri:** They seek the same purpose as us. We admire your achievements.

- **Setites:** They envy us, just as their parent envied Osiris. There is no problem if we are allowed to cure them.

- **Baali:** Even in the dark, you need light. We will be the light for them to be guided on their path. The chance for redemption must exist for everyone.





# GREEK GANGREL

“We are not very different from our Gangrel brothers.  
We just adapt to a new environment.”

Members of the Gangrel family have always gone into hiding in cities. Since ancient times they have done so, acting like Nosferatus. Even so, there were those who rebelled against this type of behavior. And it was the Greek Gangrel. While their wild siblings used to be beasts who lived close to the barbarians in tribes or villages, hiding or even completely isolating themselves from civilization, the Greek Gangrel were a part of the family that chose to try not to live among the great philosophers, before even though the Roman Empire is what it is today.

This story begins about four or five centuries ago when the great personalities began to emerge and attract the attention of everyone known at the time. Pericles the Wise, Alexander the Great, Cyrus II, Xerxes and others like the great philosophers were the main reason the Gangrel took the initiative to join the great civilization.

At the time, Gangrel were divided between those far removed from civilization or hidden from civilization. It was a rarity to see a family member inside a city, not to say impossible. However, the civilized world had as much to offer as nature had, the Gangrel who already lived in cities attracted their brothers from outside to adapt to this environment. They had grown tired of hiding in the shadows and it was time to show the true face, as they felt they were missing the great moment of humanity by cowering.

During the Hellenistic period, just before the Roman invasion, these Gangrel managed to contribute to the attraction of many others in the region of Thessaly, at least. They learned philosophy from the best philosophers, they studied and debated in the best known schools of philosophy and with this they started to create a certain passion for knowledge and study,

something completely opposite or different from their wild brothers.

Although this did not make them lose their hunting instinct, as some things are not lost, the Gangrel disliked the attitudes of these Cainites. Gangrel does not compete with this behavior. The duty of a family member is to survive, it is to be a hunter and philosophers are not hunters. Given this point of view, the Greek Gangrel refute that they remain hunters, although hunters of humans or other creatures within and in an environment that Gangrel would not normally be adapted to: Cities.

The Roman invasion dispersed the Gangrel of Thessaly, causing them to go to Byzantium to seek space there. Few were those who sought a future in the West and few were successful. Despite being marginalized by their Gangrel brothers, since they do not understand this type of behavior, the Greek Gangrel are in reality their greatest allies, because while Rome invades the lands of the barbarians, they are within Roman politics trying to make a difference for that your brothers do not suffer. And now and then they are able to help a lot the younger ones who find themselves captured by the Roman army.

The Greek Gangrel do not have an enlightened purpose of existence like their Gangrel brothers. However, they use momentary purposes to move around in cities. If they need something, they seek. If they need help, they ask. If they need to do any service to an important figure, they do it. They act in a simple way and do not seek complications, but solutions.

Currently there are members of the lineage scattered throughout the West and at times it is possible to find them involved in political tricks, as somewhat

influential figures from some area of the city or at times, dying who wander the empire. In any case, they present the same danger as their brothers and the last wish you should have is to get their enmity, either with a Greek Gangrel or with a wild Gangrel.

**Nickname:** Civilized, Dogs (perjorative)

**Disciplines:** Animalism or Celerity, Obfuscate and Protean.

**Refuge and Prey:** When they are hungry, they look for the ideal target, usually healthy, with the physics up to date and well fed. The target is treated like prey, being followed and cornered. They manipulate the target to fall into its trap, like an alley or a place away from the big city. As soon as they corner, they advance fiercely over their prey. There are those that completely drain their prey and those that leave them alive. It doesn't mean that they always have to hunt, but they prefer, almost as a natural instinct.

As for the refuge, the Greek Gangrel seek out populous sites, but belonging to the class of commoners or merchants. They like to blend in with crowds, almost as if it were their camouflage. They also use their refuges as strategic places to find out what is going on in the region, how their prey is doing and what the Cainites are doing there.

**Appearance:** As hunters, they camouflage themselves according to the location. If necessary, they dress like the commoners or the patricians.

**Character Creation:** Being in the city, the Greek Gangrel favor what is appropriate at the moment. Generally Social in Primary Attributes, although they have those that use Physics as primary, maintaining the family custom. Mental attributes are almost always secondary. The skills favored by them tend to be Manha, Lábia, and Stealth to hunt. Usually

breeders who know how to fight teach their chicks how to defend themselves, since Metamorphosis allows them to fight in the need for weapons. The privileged knowledge is Academic and Philosophy.

**Background:** Usually healthy men and women who get involved in some way with the city. Merchants, senators, soldiers, criminals can be potential targets precisely because they know the cities with the palm of their hands.

**Organization:** Usually these Gangrel come together when there are more than one in the city. In Byzantium, for example, they have their own sect of debates, lineage decisions and exchange of experiences, where only family members participate. They tend to be closed on private matters and are unlikely to reveal such matters. But they usually decide their fate on their own.

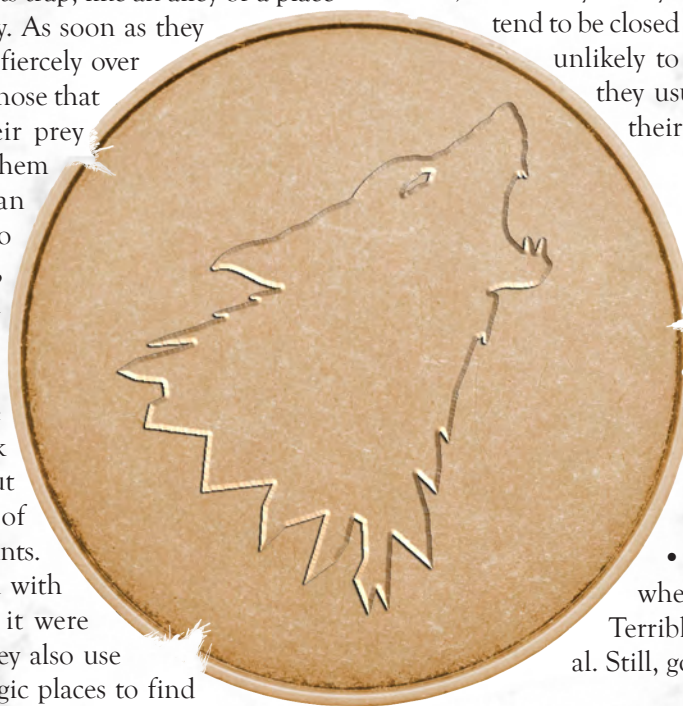
## Stereotypes

- Assamite: We try to be as good as they are in the art of urban hunting.
- Brujah: Hunters cannot be uncontrolled. This is their biggest flaw.
- True Brujah: Great tutors when it comes to philosophy. Terrible when it comes to survival. Still, good company.

• Gangrel: We need to rescue them from their ignorance, as they are still our brothers, even if they think we are traitors. It is a matter of time before they see that we are their greatest allies.

• Followers of Set: Your camouflage only deceives fools. I don't know how to decide whether I admire their capacity for coldness and long-term plans or if I hate them for spending time with useless beliefs.

• Nosferatu: When two survivors come together, there are no problems. But when one of them is selfish, then the fight is fierce. They are good companions, although when their affairs involve their family, they abandon them in a matter of time.





# MITHRAISTS

“Turn against me and you will see the power and light of Mithras. For I will fight as long as I have strength in my body, servant of Ahriman.”

Mithraism arrived in Rome recently with Ventrue Mithras. At the time, Rome was undergoing a transformation, as one of the great generals Julius Caesar was conquering large territories in Gaul.

Mithras brought Mithraism as a religion among Roman soldiers, not only as a way of inspiring them, but of indoctrinating them. This is because Mithras fell in love with the Roman army and in an agreement with Camilla, Pater Patrie of Rome, gradually gained space to show the strength that his sect could have.

Unlike Christianity, Mithraism is extremely organized with varieties and patents that make up the sect's hierarchy. They do not fit exactly as a lineage, but as a sect into which only Ventrue vampires or mortals transformed directly into Mithraists can enter. After all, they have a very well-defined structure, although purposefully difficult for neophytes not to reach envious patameres. Of course, neophytes don't know this.

Mithraism is extremely present in the Roman army. While Christianity grows among the commoners, Mithraism remains firm and strong among the military who pray vigorously for the God Mithras to protect them against the hordes of barbarians.

Mithraism is an aspect of Zorosatrism worshiped by the ancient Persians. Mithras protects those who pray to him from the darkness, assuring them of his fervent abilities during battles and it is precisely for this reason that the military has learned to worship him. According to what the Mithraists preach that Mithras is the God of Wisdom and son of Ahura Mazda, God of Light.

**Nickname:** Illuminated, Mithraists

**Disciplines:** Fortitude, Mithraic Sorcery and Presence.

**Organization:** The first thing to remember is that Mithraism was not a religion linked to only Cainites. Humans of all ages participated, although the Cainites gradually infiltrated the cult, creating secret organizations within the sect itself.

Usually mortals who were able to enter religion participated in monthly or weekly rituals in worship of the God Mithras. All those present were required to drink the Divine Sanguis (the Divine Blood) so that they could reach enlightenment in a single chorus while praying. Only then would they be on the same wavelength so that he could hear them. These rituals could be attended by anyone, regardless of age, although women were not admitted to the rite.

For the Cainites, the hierarchy functioned differently. Mithraists could directly embrace a mortal selected as a Kindred, or they could recruit a Cainite, Ventrue to worship. Very rarely Cainites who were not Ventrue were recruited to the Cult of Mithras. Embracing a new vampire directly as a Mithraist required a series of observations and preparations while a recruited Cainite would only need to go through some trials and rites. After the Rite of Approval, Mithraists believe that they are in an almost divine harmony, aiming to be able to connect with the very divinity that grants them powers. Only then are they allowed to learn Mithraic Sorcery.

The hierarchy is established precisely in how much a Mithraist is able to understand about the divinity and the Cult. This inevitably takes time and the elders of the cult are generally the most respected priests.

The Hierarchy is divided between nine levels, with the seventh level being the last staircase to reach the same elevation as Mithras. The eighth and ninth

levels represent the alliance with the God Mithras and the departure for a new plan. The levels are reached as a Mithraist learns about witchcraft, because the more he masters the powers of Mithras, the better he understands what it is like to be with Mithras. Little is said about the other levels, as most of the younger people are only between the first and fourth levels. Each level has a function within Mithraism and from the fifth level on, the information and knowledge are so obscure that it requires an advanced investigation to find out what their charges are.

- **First Level: Started.** The initiate has the sole obligation to learn and dedicate himself to the Cult of Mithras, obeying the commands of his elders.

- **Second Level: Adjutant.** The adept has a duty to put into practice what he has learned, assisting the Initiates and spreading knowledge about Mithras to those who seek their enlightenment.

- **Third Level: Adept.** The role of an Adept is to coordinate services and rites or to assist a higher priest. It is known that an Adept already has enough property and knowledge to be able to give services to Mithras. The Adept also acts in the protection and assistance of the youngest, when they need help in the difficulties they face among the Cainites.

- **Fourth Level: Priest.** At this level, the Mithraist performs the most important rituals such as the Embrace, Admission and Blessing Rites. He also manages the meeting temples of the Mithraists and teaches the youngest, giving much of the support that an Adept or Initiate needs. He also advises and acts as a Patron in times of need. Many young people, when you are in trouble, seek the advice of a Priest. Acceptance Rituals are performed for young people recently embraced as Mithraists while Admission Rituals are for Ventruue who have proven themselves worthy of the light of Mithras and have been converted.

- **Fifth Level: Master.** These are among the most important known. Masters usually administer the Mithraic Cults, making the main decisions of the sects. They approve and veto any decision they wish and have maximum power to command, elevating or subtracting the position of any incompetent devotee. After all, they are the judges who decide when a Mithraist is ready to move to the next level.

- **Sixth, Seventh, Eighth and Ninth Level:** Being levels of very little access, perhaps only members of the Fifth Level know what a Member of the Sixth Level does, but not ahead. Mithraists insist on keeping the mystery completely apparent so that funny ones don't think they can have more power than Mithras' valiant and most faithful servants.

It is especially difficult to reach the Sixth Level and it is known that only members of the Sixth Level can admit another as a Sixth and only members of the Seventh Level admit a new member. For some, these levels are unattainable.

Normally, when a Mithraist learns new sorcery, he has a trial time in which he will be put to the test. Their knowledge, their skills are proven to the Priestly Council that will analyze the preparation of that Cainite. It is known that the Priestly Council is composed of seven Cainites, three

members of the fifth level, three of the sixth level and one of the seventh level. It is not known which level the eighth belongs to, but it is believed that he has the gift of talking to Mithras himself. If the Mithraist can prove himself capable, he can rise through the ranks and gain more influence within the Sect. Although he fails, he will still be able to use his sorcery and will have time to prepare until he can perform the test again. This test involves several different knowledge about what Mithraism is, the understanding of Mithras, Ahura Mazda and Ahriman and its powers.

**Embrace:** Mithraists are extremely selective with Embrace. They handpick their candidates and often





analyze absolutely everything they can about that suitor's life. This is because they want to be sure of the target's convictions, living conditions, military skills, wisdom and charisma. They are usually military men who are already in Roman platoons, who have achieved a lot of prestige in battles and who are at the height, not only of their beauty but of their physical abilities. They are the exceptions of the Roman armies.

The main factor for this selection during the embrace is because they believe that the embraced mortals are chosen directly by God Mithras. The analysis of the life of that mortal is essential to the process of the Embrace because it is only after this analysis that they believe they receive the intuition. It is not as if the members were in contact with the God Mithras, but it is as if after analysis they believe that their final decision is an intuition coming directly from Mithras. It is difficult for Mithraists to embrace elderly men because they believe that they are already very close to the darkness of Ahrimā. They have seen so much in the world that they will hardly be able to achieve the illumination of Ahura Mazda.

**The Acceptance Ritual:** When mortals are chosen, the Mithraist will be performed by the local Priest. Normally, Acceptance rituals require members of the Second to Fourth Level to be obligatorily present attending the young person's acceptance process.

The rite involves that the young man must walk naked through a tunnel in the basement with everyone watching him until he reaches the statue of Mithras. Nudity represents the purity of the body, as the Mithraist is open to receiving enlightenment. As he walks, the ground is filled with red-hot coal, burning his feet and he must resist the pain to prove to Mithas that his devotion is complete. Upon arriving at the statue, he must drink a bowl of Divina Sanguis mixed with the liquid material of the statue. Gold, silver or bronze. As a final phase, the Mithraist should meditate for an hour at a time while the Divina Sanguis takes effect within his body. He will feel uncomfortable, feel the beast leaping from his chest and must fight against it, proving to Mithras that he is not Ahriman's servant and that he can serve as a soldier in the battle against his father's enemy, Ahura Mazda.

The ritual is performed in a Mithreu, known as places of worship for the Mithras Divinity. Usually the place is lit with some torches on the walls of a tunnel that is underground. In the middle of the room there will always be a bronze, silver or gold statue. Generally, the material determines the importance of local worship and local power. Bronze statues are of lesser relevance, which means that the local cult is less and less influential while a golden statue, as in Rome, means great influence and importance. When a Mithraist wants to know the importance of the young man, there is always the question "What was the local statue?" This creates a small rivalry between Mithraists.

**Character Creation:** Mithraists favor any of the three Attributes as primaries, as they see the talent of that suitor. The privileged knowledge is usually Religion, Academics and Politics. Then they learn Occult and Ritual.

In times of need, Mithraites usually walk in groups of two or three, mainly neophytes who are getting involved in city politics and do not have the direct protection of their masters. Mithraists do not usually hold their young for long, as they will be educated by the Mithra Cult. Therefore, a newly embraced person does not need to walk with his master for a long period of time and is responsible for himself. It is as if the newly embraced were released from the care of their masters a year or two years after the embrace. This allows space for the children of the night to understand from the beginning what vampire politics is like.

**Refuge:** Mithraists usually have their own refuge within the city, located within the tunnels built for the Mithreus. These places are protected by ghouls and some magic traps to keep out any intruders. They usually sleep in the same Mithreu, as they consider themselves to be brothers. There is hardly any betrayal among Mithraists.

**Weakness:** In addition to the original clan weakness, Mithraists are often so indoctrinated that they are completely Obsessed, almost like a Derrangement. They live for the purposes of Mithraism.

# KIASYD

“If we can’t be part of the dreams, we’ll be the nightmares.”

Although many confuse their true identity, the “Kiasyd” are a bloodline of vampires with fairy blood. Anyone who survives the trauma of the Embrace or is transformed by the touch of a fairy becomes a Kiasyd. These half-fairy vampires knew instinctively that they didn’t belong anywhere, and most of the gentlemen immediately got rid of their “strange accidents”. Rare are those Kiasyd who survived who discovered they could pass their curse with the Embrace, creating a new Kiasyd. Most of these Kiasyd strains were disseminated among the empire, since most Kiasyd did not support close contact, as this reminds them of the aberration they are. Kiasyd have always existed among vampires, but their history as an organization started recently while Lasombra were on the rise as marauders from the Mare Internum (Mediterranean Sea).

Although they are considered aberrations by the Cainites, the Kiasyd have some conflicts with the fairies. Among them, the lineage is also considered a fatality, but it has functionality. Because there is no single Kiasyd breeder and there is not even any organization among them, there is an enormous facility in manipulating them. Because of this, the fairies, especially those who are hunted by Ravnos and other Wizards began to hire Kiasyd members to protect them. Some magical artifacts and other objects that were considered useless to fairies were given to the Kiasyd, which added a lot of value to them. This forced these vampires to die in the place of fairies in deadly clashes.

Currently the Kiasyd have started an interesting project, which reminded the Tzimisce of creating families. As they are a great rarity and anyone can become part of the lineage, the creation of families was an idea well accepted by those who heard it. The smarter Kiasyd created entire circles of ghouls that lived under control and protected their sovereigns. After that, they manipulated humans to copulate.

Fairies have always been against such ideas, although the Kiasyd protections have become valuable over time.

Currently, there is no leader and the Kiasyd hardly meet. Only when very necessary. Some of them even war with each other when fairies who hired Kiasyds to protect them disagree. Nevertheless, they are the most distant from what vampires could be from politics and hardly care about it. In reality, the relationship of the Kiasyd is more in meeting with other supernatural beings such as magicians, fairies and lupines than with Cainites.

**Organization:** Three Kiasyd families are known among fairies, magicians, some Cainites and some Lupines. These are the Martius Family, Hortensi Family and Epidius Family. The three have their own rules and traditions. The leaders of each family would be three former Cainites who suffered from the same process, although there are only assumptions about their names.

Crysaedus, leader of the Martius Family. Crysaedus is said to be fervently a devotee of Mars, God of War, and that as a human he served the Roman army in the early Roman Republic, when Camilla was still a young neophyte. He turned his family into splendid soldiers and they inherit a large number of platoons across the Iberian peninsula, with considerable military influence and fame. Its headquarters are located in Toledo.

Ender-Khe-Burat, or simply Ender is a mystery. Some believe that its origin comes directly from the East. He leads the Epidius family, who act as great tycoons and politicians in Byzantium. Their headquarters are in Byzantium, where they seek to control part of the trade routes. Although they are not necessarily warriors, they manage to protect fairies through agreement or influence. In addition, the Epidius family



is the one most involved with the Lasombra. They say that there is an agreement between members of the Lasombra and the family, even allowing a cross between the Lasombra ghouls and the Kiasyd.

Last but not least, the Hortensi Family works in Rome and Alexandria. Led by Eusébio. Until then, Eusébio is a Kiasyd sorcerer, the oldest who has evidence today and because of this factor is the only one who managed to divide influences between Rome and Alexandria. Eusébio has existed approximately since the formation of the Hittite Empire. His skills are not deepened in politics or war, but in witchcraft and because of this his family is generously dominated by occultists and complete scholars, who seek to use magic to control fairy spells. In the meantime, they work together with them. It is believed that they are close to discovering how vampires can control the fairies' raw magic.

**Character Creation:** As it is an accident, one should normally use the preferences of the original clan. While embraced within the Kiasyd Families, characters should prioritize the primary Attribute as the family focus and secondary as Mental, always. Martius prioritize Physical Attributes, Epidius prioritize Social Attributes and Hortensi Mental and Social as secondary.

**Disciplines:** If a Kiasyd is embraced outside families, he learns Mytherceria and maintains two others from the original clan. A Kiasyd within Families changes the learning pattern a little. The Hortensi Family prioritizes Mytherceria, Dur-An-Ki and Fortitude. The Martius Family prioritizes Celerity, Mytherceria and Presence. The Epidius Family prioritizes Dominate, Obtenebration or Potence and Mytherceria.

**Background:** It is possible to say that the Kiasyd have a general rule that covers them all. This rule

is that everyone at one time or another becomes a scholar, but before this factor happens, each Family prioritizes what is interesting to the objectives. They can even embrace outside the family and transform the target that was embraced outside into a Kiasyd, inheriting the name of the new family.

**Weakness:** The fey bond brought a vulnerability in common with the fairies. Cold Iron hurts the Kiasyd as much as it smokes the Cainites with fire. After all, they must test their virtues every time they are hit by such material to avoid Rotschreck or Frenzy.

## Stereotypes

- **Lasombra:** Great negotiators, bad losers. Be careful, if you show them how sneaky we can be, they'll make a point of showing us how destructive they can be.

- **Ravnos:** If they knew how to use their intelligence as we do, they would not need to deceive.

- **Phuri-Dae:** Even among putrid apples there is purity and honor.

- **Tzimisce:** Your ideas instigated and flourished us. Maybe we will reward them one day.

- **Mages:** We have nothing against it. We are only paid to defend our merchandise. But we understand that when mortals are given too much power, they take time to understand their place. This is the case with magicians.

- **Fairies:** Business partners, but never allies. We know very well that legends tell wonders about them. But turn your back and you will soon see that instead of offering you a flower, it will probably offer your blood on a blade.



# NICTUKU

“Run if you can. Scream if you want. Beg, but know that there will be no mercy. For my hunger sees no sins, virtues or ways. My hunger sees satiety. ”

Everyone has enemies, this is true. For the Nosferatu, there is no nightmare and worse enemies than the Nictuku, because they are adversaries of millennia of existence and that always appear to cause disgrace in the lives of the Nosferatus, no matter who they are.

Although the Nictuku are known as a legend, among Nosferatu this legend is a reality. They hunt the members of the Nosferatu clan, but not because they hate them. In reality, this is one of the theories and for understanding it is interesting to first know their history.

Millennia ago, Absimiliard suffered from the curses inflicted by Cain, condemned to eternity to be a monster. His curse and his wickedness would show the world its true face and so it would with its offspring. However, one of Absimiliard's youngsters fled to distant lands, abandoning his terrible master and settling in other lands.

While the Nictuku remained slaves to Absimiliard and they passed through the Jyhad that took place in the Second City, including the Baali Wars, the Matriarch, child who had escaped managed to free himself from the Blood Vinculum forever. Soon, the Matriarch began to breed with large numbers of mortals, turning them all into Nosferatus.

After the fall of the Second City, information that the Matriarch recreated her descendants reached Absimiliard's ears, who got upset and declared war on the Nosferatus. Hunting seasons among the Nictuku began to emerge, with the goal of ending all Nosferatus. However, to Absimiliard's misfortune, the time for his deep sleep came and so he left the responsibilities to his most loyal offspring, to hunt down all the traitors who left the Nictuku to become Nosferatus and all newly embraced.

In this version of the story, told by a few who remember it, the Nosferatu are not descendants of Absimiliard directly, but of the Matriarch and therefore do not occupy the official clan post. In reality they would be the lineage, although they outnumber all others. However, the idea of a war declared by the Antediluvian has been completely forgotten by the lineage over the centuries, even if it seeks to obtain retribution for it, anyway. The crime was and still is horrible, and the Nictuku will avenge their progeny. Because of this they hunt, kill, eat other vampires, but they are more dedicated and cruel when they hunt with prowess. Because of their eating habits, most members of their lineage are diablerists, a state they seem to embrace rather than suffer. They are all, by order of Embrace or because of Amaranth, of low generation, even neophytes.

**Nickname:** Hungry, Devourers

**Disciplines:** Auspex, Potence and Celerity

**The Embrace:** For reasons better known only by lineage, they tend to choose the most beautiful young people they can find, taking particularly young people and servants from any village near their refuges. Although healthy and capable specimens are ideal, the Hungry prefer beauty over all, with a focus on youth and physical appearance far above normal. They prefer these young people only in early adulthood, the fine line between the child and the adult.

The Nictuku have great strangeness, although few see them long enough to find out why. They have their eyes wide, their skin very perfect, their teeth very white, their fingers very long and graceful. Both your hunger and your beauty are inhuman.

Apart from their tendencies towards those who



Embrace, little is known about what happens in the Embrace, although they certainly must be hungry for vampire blood from the moment they were transformed. This hunger can lead to violence and, therefore, it is likely that all Nictuku will go through the Blood Vinculum before the Embrace or as part of the process. This ties in with the Nosferatu theory that they build small cults in their isolated territories. Just before and after the Embrace, rigorous training begins to prepare young murderers to hunt and kill Nosferatu resistances.

**Weakness:** The Hungry suffer from the inability to obtain sustenance from the blood of mortals. For every three blood points drained, they gain only one in their system. Vitae Cainita nourishes them normally.

In addition, age is difficult and becomes your worst nightmare. For every hundred years since your Embrace, the Devourers lose one point of their Appearance Attribute. This point does not disappear, instead, it moves to any Physical Attribute that can support the increase. They grow slowly but curved, twisted and deadly, slowly growing grotesque. In their view, the blame lies solely with the Nosferatu.

**Organization:** Of all the information collected, there is no indication of how the lineage is organized. Fortunately, there are few of them and their only interaction with the Cainites is to feed or kill. In addition, it is possible that they form small cults of humans and young vampires around a central elder, but that is only an assumption. Some believe that Embracing is a condition to be deserved and that is why they are slow to embrace. Others simply claim that this custom comes from their accurate selection.

**Refuge:** The Nictuku usually take shelter in places that can see the birth of the moon. Because of this, choosing isolated locations and wild places close

enough to feed and capture future vampires is essential. Although they sometimes choose dangerous places to avoid most contact. Cliffs, mountains and very wild places can be targets. The Nictuku have only one restriction and this is related to the underground. Because of their hatred for Nosferatu, they will never in their existence shelter there.

Usually their prey is vampires, but other supernatural creatures work well. Although none tastes the same as a Cainite. The Nictuku get so little support from the blood of mortals that they are forced to feed on vampires.

Even though they are hunters, once they establish themselves, they rarely leave their havens. The way to maintain themselves is precisely by kidnapping younger Cainites and being part of a perpetual captivity, fed by humans or animals. Older nictukus usually send their young to hunt in the cities to bring food, like a lion ordering its young.

**Character Creation:** Even though healthy and capable mortals are ideal, Devourers privilege Appearance above all, with a focus on youth and health. Usually a few years before the Embrace, rigorous training begins to prepare young people as killers to hunt, which means that their Abilities will be completely exceeded at the end of the training.

**Stereotype:** Like the Ananke, Nictuku do not have stereotypes. For them, all Cainites are the same when they are being devoured. Some scream, others cry, others accept, but it doesn't matter. The necessary must be done so that your hunger is satisfied.

There are theories that the Nictuku function as a vampire population control, as a manipulation of the Autarki, waking up from time to time to devour dozens of young people and elders and going into deep sleep soon after.



# STRIXES

**“The superior forces always keep a place for us and we  
we will save a place for the helpless.”**

**- Alexandra the First.**

Estriges or Strixes are so frowned upon by the empire that not even Cainites tolerate their presence. The term was even applied to the Cainites, but it was not always so. Their story seems more like a fairy tale or myth than reality.

Strixes were witches, witches who used their spiritual knowledge and their magic among the Gaelic tribes to bring prosperity and hope to people. It does not mean that they were not able to cause harm with their witchcraft, but they just did not want this type of energy in anyone's life.

The coming of the empire destroyed part of the Gaelic tribes and the Strixes were brutally hit with such an event. Roman Mithraism would never allow any religion, cult or belief that was applying to other unknown deities and because of this, they created stories of the Strixes as monsters and creatures of the night who used their witchcraft as well as vampires.

Although it was a rumor spread by the humans themselves, fearing that the witchcraft of these witches would come to take over the empire, an arrogant Malkavian embraced the first one, as a way to play a trick on the witch. The Malkavian did not know that humans like these could be protected by superior forces and ran away. The spirits who guarded the woman saved her from the hands of the insane, although they could not prevent her from being reborn as a Cainite. The first Strix embraced is a legend. There is no one who knows the true generation of this ancient witch, but some doubtful sources claim that she may be a fifth or sixth generation.

Its trajectory was fast and its ascension also. The first Strix was named Alexandra, and began a journey in search of other women like her, to transform them and guarantee a chance to mark history for eternity

with her presence. Alexandra Embraces only women, although some prominent men have achieved the blessing of her embrace.

Alexandra was obviously a spiritualist. Because of this, he developed his own Cainite spells in order to use spiritual forces to his advantage, either to help or harm people. Spirits are highly respected among them and there is no doubt that they are allied with them. It is especially common for Strixes to help the spirits and forces of nature in exchange for their powers. They do not like to use their strengths to compel spirits to do their will and for this reason they most often exchange favors.

When Alexandra went to the north, fleeing the empire, she settled near a millennial tree, where she felt a very strong nature and spiritual presence. There, together with his followers, descendants and allies, he created his refuge. All Strixes could seek shelter there and all could seek help from each other and spiritually. There would be no closed doors for witches.

**Nickname:** Witches, Strige

**Disciplines:** Dementation or Auspex, Blood Magic or Striga (infernalist sorcery) and Animalism

**Organization:** Although it does not seem that there is no organization for witches, in reality they do have an organization. There is a place to the north, outside the ends of the Roman Empire, which no one but Strixes are able to reach. They say the location is in Germania.

Witches do not have caste hierarchies, but they do have a sense of multiple respect and balance. They all have a voice. All must be heard and all have a







# CHAPTER III PHILOSOPHY AND REASON

“TEvery beast has its code of conduct. And within every code, there are the beasts that follow it.”

- Phar’Krat, the Illusionist

Almost all Cainites look for ways to support their beasts when they reach a certain age. This is because eternity is a very tortuous and uncertain path.

I’ll be clearer. All vampires have an inner side that works like a big hole that is filled, but empties constantly. We call it hunger and when a Cainite begins to feel hungry, it is as if an inner Beast leaps from his chest about to grab the neck of the first victim he sees. Unfortunately this happens to us and is part of our curse.

Some scholars who knew the Book of Blood attribute the reason for this curse to a man, who came down from heaven to offer surrender to Cain. The proud first vampire refused and was consequently cursed with the hunger of a thousand men. All of us, their offspring, would have the legacy of hunger. Yeah. Cain didn’t help us much. Because of this, we can be dominated by this mystical Beast that is internally guarded in our chest and the further we move away from our humanity, our rationality and common sense, the more we become completely bestial slaves who care nothing but with satiating your hunger.

To circumvent the Beast, Philosophies were created. Philosophies are nothing more than codes of conduct so powerful that they are able to chase away, rebuke or control our inner beasts and since ancient times these codes of conduct have been taught to us Cainites, so that we can control ourselves. In my view, it is nothing more than a mental rebuke.

Ancient Carthage has always sought to understand the

Beast itself and some Brujah have come to the conclusion that the Beast was nothing more than ourselves, as if we were our own enemies and that if we let ourselves be led by hunger, we would become bloodthirsty creatures. Because of this, some have come to think that there is no mystical creature in our chest and that only our mind will rule our body if we so wish. Sincerely? I completely disagree. When Cainites are starved, an almost supernatural force takes over their bodies and a bestial instinct consumes them completely. This is not mental.

## Our Philosophies

Philosophies can be from the most diverse and from the simplest to the most complex. The vast majority of them were created by older members, almost thousands of years old and who understood life very well, to the point that such a vision could be developed.

Not all vampires are able to create their own philosophies because of the “simple” fact that they have not had enough experience to do so. Philosophy is a code of conduct so powerful, so complete, that it is necessary to have experience to be able to create it. To make it easier, it is as if you asked a child to describe what life is. You can’t do this.

Do you understand what I’m getting at? It is necessary to have experience as a Cainite, to know yourself, to understand what the Beast is and to have lived long enough to understand what it is like to be a creature of the night. For this reason, a neophyte, unless he was a



genius, could never create his own Philosophy. It would probably go wrong.

Although they cannot have their own Philosophies, those that already exist are created by their masters and the good side of these characteristics is that Cainites with similar, similar philosophies tend to organize themselves in groups, sects, so that they exchange experiences, knowledge and information they have learned over the years. Generally the groups of Philosophies are very free, allowing any Kindred who seeks such knowledge to enter the philosophical groups for learning. There are those who prefer a trial by the young neophyte who is interested and ask for tests of commitment. The tests are varied and are in line with the interests of the philosophy group.

Unlike the Roads, created in Vampire the Dark Ages and the Paths of Enlightenment, created in Vampire the Masquerade, some of the Philosophies act in a much more reflective and less convinced way. The real motivation is that through reflection, a vampire can hold or allow his own impulses, judging what makes sense for his existence. This motivated the creation of a new Virtue, Reflection and Wisdom. Reflection takes the place of Consciousness and Conviction while Wisdom takes the place of Self-control and Instinct. Both have different reasons and motivations for existing, covered in Chapter 4, Character Creation.

In **Vampire the Classical Era**, Philosophies act much more like a society of vampires acting rationally to find answers to their impulses. Unlike the Dark Ages or the Mask, this era reflects a moment of discovery about who vampires really are. Great motivators of this were the old Greek philosophers, already deceased.

## Living Philosophy

When the groups were created, their objective was precisely to gather Kindred with the same type of thinking, which could develop evolutions of Philosophy itself, sharing and teaching as study groups.

There were no positions, but there were teachers who would help the youngest children to understand Philosophies in a correct and focused way. The groups grew with the passage of time and different Philosophies were created, even inspired by polytheistic religions.

Philosophies are optional and a vampire can choose to adopt them as soon as he is embraced or stick with the Philosophy of Humanity, which is the basis for every vampire.

## Adepts

Adepts are vampires who have just been introduced

to Philosophies. They are getting to know the methods, practices, rites and convictions of the Cainites who adopted that Philosophy. Normally, they have not yet truly adhered to Philosophies and many even doubt what they are practicing. But everything is part of the path they must follow until they get to where they want. Not all groups are the same and in some, Adepts can be treated harshly or seriously. Adepts usually do not have a voice in group decisions precisely because they are too young. Although some Elders who become Adepts are rare exceptions and can influence an entire group.

In terms of the game, Adepts have one to three points in their Philosophy.

## Tutors

Tutors are those who have come to understand better, have already begun to feel that they are part of their philosophy and put into practice. Furthermore, they are the ones who protect new Cainites to accept the path, to recognize and practice new knowledge that they have from that Philosophy and instigate curiosity.

In terms of the system, Tutors have four to six points in their Philosophy. They already know all the basics and have respectable knowledge about what they preach, being able to teach without any major problems.

## Maieutics

Inspired by Socrates' philosophies, Maiutics are above Tutors. These are the ones who create doubts in the Tutors. They instigate the thinking of the Tutors, giving them an air of doubt about what they preach. They purposely do it as a test so that the Tutors are able to advance further and override the disbelief in their Philosophies. Maieutics do not perform this type of work with Adepts because they provoke questions that have no answers.

In terms of the system, Maiêuticos have seven to eight points in their Philosophies. They have already spent a lot of time studying, understanding and evolving and know almost everything about that Philosophy. This includes possible questions that would have no answer and even how to overlap them with what they understand about Philosophy. They are completely aware of that, although it does not mean they are blind to the knowledge they have acquired.

## Masters

Masters are the highest status of anyone to be found among philosophers. They studied almost everything they can, acting in the role of renewing the votes of all the caintias who adhered to the knowledge that they preach. This includes renewing and filling gaps that over the

centuries have become empty, avoiding doubts during the course of philosophy.

Generally the Masters work so that all followers of Philosophy feel complete and well with what they understand about the world, bringing comfort and removing the feeling of being lost or different from the world.

In terms of the game, Masters have nine to ten points in their Philosophy and know the rules like no one else. The Masters have probably spent centuries studying and even knowing other philosophies to compare them with their own convictions and draw conclusions from this.

They provoke in themselves the questions that Maieutics provoke in Tutors. But so that they can completely break their thoughts, putting them in a constant test of conviction. Precisely for them to go through “suffering” that other Kindred followers will not need to go through.

## Adopting a Philosophy

The non-life of a character can guarantee many changes, one of which is precisely that of his Philosophy. Changing Philosophy is risky, as it brings the character closer to his Beast while it “redefines” his whole way

of thinking. The character must have a Tutor in the desired Philosophy to take the step, doing each of the processes below.

Naturally, the characters begin in the Philosophy of Humanity after the Embrace. A character who changed his path becomes an Adept. Some Philosophies allow this without putting pressure on the Cainite. Others, on the other hand, do not.

## First Steps

Compare the character’s current Philosophy with the desired Philosophy. The character must change at least one virtue, be it Self-Control for Instinct, Consciousness for Conviction or vice versa. In the following pages, you will see that each Philosophy has its own concept of virtues. To change a Virtue, the character must abandon the current Virtue. This requires him to profane his current Philosophy (and his current Philosophy classification), sacrificing his virtue points instead of his Philosophy classification (see Heresies against Philosophy, p. 95).

The character cannot change his virtue and then adopt a new Philosophy, until it reaches a single point in his old virtue. Note that virtues that do not need to change





can be overlooked. For example, if a character transitions from a Philosophy that uses Self-Control to another that has Self-Control, he does not need to change the current Self-Control to change Philosophy.

Note that this means that a character with a new Philosophy is likely to have at least one virtue with only one point.

## **Bound to the Beast**

Then, the character must abandon his current Philosophy. He must lose the levels in his current Philosophy for desecrations and sins against Philosophy. The character must lose up to the third point of his Philosophy. When it happens, you can try to change Philosophies.

This is a great moment of fragility and characters who are alone can get lost on the way to the Beast. During this loss of levels in his Philosophy, the character will approach his Beast to the point where he will become completely animalistic. The risk is that the character can be dominated from now on.

## **Overcoming the Challenge**

Finally, a character must prove himself in his new Philosophy. He must pass the Final Challenge (see p. 82) for his new Philosophy. While he experiences the change, his Beast tries to take control of his body, completely destroying his convictions and leaving him a completely inhuman monster.

In terms of the system, this first point is free. However, when making the change, the character must fight against his Beast. This requires an extended Willpower roll. The character spends one Willpower point for each move and rolls his Willpower points. The difficulty is 10-your total Virtues points added up. He needs a total of ten successes to adopt the new Philosophy. If he fails a single test, he can continue. But if the vampire runs out of Willpower, dropping to zero points in his current Philosophy, he will be lost to the beast. A failure in any of these tests costs you an additional Willpower point per failure.

## **Philosophy Grading**

All Philosophies have the same scoring system, ranging from zero to ten points. Characters with zero points in a Philosophy became complete slaves of their Beast, giving in to any impulse of fire and moved by the pure desire to quench their thirst.

These characters are not playable and if a player faces the loss of his Philosophy, unfortunately the end of the character is given. He is not destroyed, although his personality is completely fragmented in wild impulses to

just feed and rest, like an animal, literally. Storytellers can use him as any character for dramatic purposes.

Philosophies being their codes of conduct to control their inner impulses to become completely Bestial creatures, the Cainites are able to awaken at different times during dusk and night. Characters who have a level equivalent to or greater than seven in their Philosophy usually wake up an hour before the sun goes down. While characters with levels below four awaken an hour later. Those in the middle wake up just when the sun goes down. This is because their Beasts are creatures of the night and the more control you have over it, the sooner a character can wake up.

Do not forget that it is not because a Cainite has become virtuous and knows everything in his Philosophy that he will not be hungry. On the contrary, Cainites are always feeling hungry, although they are able to control themselves more easily as they advance their knowledge of their Philosophy.

## **Philosophies are Not Religions**

Many may confuse Philosophies with Religions. Although they have hierarchies and beliefs, both are different from each other. This is because Philosophies are really codes of conduct, of which the Cainites will practice and really experience what they preach. It does not mean that followers of a conviction cannot be religious or even that they cannot be blinded by their philosophy, trying to impose their thinking on other Cainites. But keep in mind that each Cainite interprets his Philosophy in different ways and that each follows what he believes to be correct. Others don't even follow and others are sloppy with what they preach.

When creating a character, take into account how he thinks about the Philosophy he is adopting. That is, what does he think about it? Does he like to follow this path? Is he satisfied? How does he see the world? These are questions you must ask when creating a character.

## **Characteristics**

Every Philosophy has characteristics that are part of and complement even more the knowledge about them. Be Aura, Ethics, Organization and among other factors that must be listed before seeing about the Philosophies existing among the Cainites. This kind of characteristic is the basis for any philosophy.

These characteristics, in terms of system, guarantee some rules to facilitate the interpretation of the players and narrator about what they are interpreting during the game.

## Aura

When Cainites start to be convinced about what they are following, an Aura manifests itself over him, showing a type of behavior related to what his Philosophy preaches. The same is true of Cainites who believe less in Philosophies. They start to have considerable difficulties when dealing with some situations that involve their convictions.

Every follower of a Philosophy has a certain aura, which acts as a convinced position or an imposing and austere presence. For the characters at the top of their philosophies, this reduces the difficulty in playing due to their confidence and behavior in these situations. For the characters that are on the way, their struggle manifests as a personal challenge that they must overcome and, therefore, suffer an increase in difficulty.

Philosophies manifest their aura in different ways and every Adept is subtly unique in that expression. When choosing your character's Philosophy, think about how that aura will act on him and what he looks like. Consider how this can change your character's interpretation during the game.

Aura modifiers apply to the relevant social tests. However, at the narrator's discretion, a character's aura can affect any test with which his character's course is a position of advantage or disadvantage. For example, a character in the Philosophy of Mars can guarantee his aura modifier on Leadership checks to enforce obedience.

For the narrator, it may be interesting to allow dramatically adequate benefits from the auras. For maintaining a high score in current Philosophy can be a challenge; the player must certainly gain benefits.

Aura modifiers also apply to all social interactions with mortals because a Kainite with a lower road rating becomes unstable and fierce, which disturbs humans and inspires fighting or flight instincts. Refer to the table below to find out how the difficulties and bonuses that each character should receive are imposed.

Philosophy Rank	Aura Modifier
10	-2 Difficulty
9-8	-1 Difficulty
7-4	No modifier
3-2	+1 Difficulty
1	+2 Difficulty

## Conduct and Ethics

These are the nominations about what the character should or should not follow in relation to his Philosophy. This characteristic is ideal for a character to succeed in his goal, as he needs to know what he preaches.

## Organization

The Organization is about how the adept members of that Philosophy come together, how they organize themselves, whether there are hierarchies and how they deal with each other. Although most of the current groups are equals to equals, only respecting the level of knowledge, it has become common for members to create hierarchies and establish rules.

## Virtues

Roads are defined by various criteria. The most immediately visible differentiation is the division between the virtues. Every Path assigns Consciousness, Conviction or Reflection, as well as Instinct, Self-Control or Wisdom. Human and ghoule characters have Consciousness and Self-control by default. You can find out more about these traits in Chapter 4.

## Heresy Against Your Philosophy

Every Philosophy has a list of sins that can be committed unintentionally or premeditatedly. These lists show one or more sins at each level, from one to ten. Although all sins on the list are considered violations of Philosophy, a character only risks in his Philosophy if he violates a sin of a previous level or equivalent to his current level. For example, a character with a Philosophy of Humanity with seven points risks his classification in Philosophy when he commits a level four or level seven heresy, but a level eight or higher sin is beyond his level of piety.

When a character sins at or below his level, roll his Consciousness, Conviction or Reflection. The basic difficulty is 6, but increases by 1 for each level of difference between sin and the character's current Philosophy rating. For example, a character with six points in his Philosophy who commits a level 4 heresy rolls on difficulty 8. A failure means that the character loses a point in his Philosophy. Alternatively, he may lose a point of Consciousness, Conviction, Reflection, Instinct, Self-control or Wisdom. This is necessary to adopt a new Philosophy, as you cannot change a virtue without first reducing it to a single point.



In terms of history, a success means that the character rationalizes his mistake, contemplates it and does not lose himself within his beliefs. Failure means that he loses himself even more towards the Beast, as the convictions of his Philosophy are destroyed.

Note that the hierarchy of heresies is a guideline. Whenever a character violates what his player or the narrator considers an appropriate principle of his belief, he can risk losing a point in his Philosophy. Likewise, if a player wishes, he can reduce his road rating without rolling if he feels that his character is not complying with the rules of his Philosophy.

## The Final Challenge

Known as The Final Challenge, this will be an experience in which the character undergoes tests and reaffirms his attachment to his Philosophy. It is at this point that the character faces his greatest challenges, reaching his climax and overcoming them in several different ways. At such times, a character can improve his Philosophy rating or change completely to another.

If a character experiences a Final Challenge and increases his Philosophy rating in the same story, the Philosophy point costs half the normal number of experience points. This can occur after the help of an experienced Tutor. Round all fractions to a minimum of one experience point.

Note that these moments are overshoots. Within a story, the characters undergo a major change of opinion, conviction and personality. This can influence your ideas and thoughts about your current Philosophy and this is the moment that players should take advantage of to change the course of a character.

Other characters in the story can help you in one way or another to achieve this change or even to pass, but it is interesting to keep this as an overcoming of the player himself, as a great challenge that he alone managed. This can be considered one of the highlights of your character and a great moment of the narrative.

## Golconda and Salvation

In the Classical Era, Golconda is still a term of discussion among the most curious of vampires and at the same time a cause for fights and stress. Some believe it to be pure myth and others believe it to be true. No one has yet proven their true existence, but some members of the Salubri lineage often claim that they are enlightened or that their mayor has succeeded.

Golconda was given to the Cainites as a means of salvation for their healing, some say that when reaching this level, a Cainite gets his cure. Or he can lose all the evils of his curse, remaining an immortal and his powers.

There are no correct ways to go through enlightenment and many Cainites may think that it is possible to be enlightened simply by using their Philosophy to their advantage, but the truth is that they will never achieve complete balance, which a Cainite who finds Golconda will achieve. They say that in order to achieve it, it is necessary to follow the Philosophy of Humanity, because its secret had been taught by an archangel as a form of piety to the Cainites.

In general, Cainites do not look for Golconda and it is quite a challenge to look for something that almost everyone is considered a myth. Others simply do not want this issue to run through city alleys. Have you ever thought how bad it would be for a seven-century old man to discover that neophytes are walking in the daylight? Soon, the elders do everything to prevent the subject from being commented on and even delete it from history, but the fact is that there is always one to remember.

## Organization

In Vampire The Classical Era, a 20th Edition, Philosophies have no established organizations, rites and passage or related behaviors. This is because the thinkers of the time maintained the idea that a rite of passage or an extremely hierarchical organization could exclude other Cainites from having the chance to get rid of the Beast's consumption. Therefore, Philosophy groups are open for anyone to enter.

Then, with the Dark Ages, Philosophies are transformed into Paths and then, the Paths create hierarchies well established by the need that the era brings. The Classical Era refers to freedom. The Middle Ages go back to prison. These are different times and beliefs.

Many Cainites were influenced by thinkers like Socrates, Pythagoras, Aristotle and others. This made them open their eyes to many factors, including the Beast. Malkavians loved the period of ancient Greece and Brujahs as well, as it was a period of much reflection among Cainites and a period of understanding where they came to understand that humans and Cainites are not so far apart in terms of behavior.

Philosophies began to be created in that period.

Many of them acquired Greek names, by origin. Over time, many have been shaped and recreated, giving rise to “Thoughts”. Thoughts are like alternative versions of Philosophies. When Philosophy moves to a thought, it means that it is not the original, but still maintains much of the original basis.

As time passed and the grand empire expanded, many Kainites had already learned Greek concepts and could not let it go simply because the government changed.

This led to a change in Roman philosophy, brutally influenced by the Greek. The Caintias began to teach the Romans their philosophies, trying to recreate the same period of enlightenment between vampires and humans when they debated about the beast and other behaviors, trying to recreate the thirst for knowledge that the Greeks had.

Obviously, the Romans were a different town and did not approach the Greeks in aspects of philosophy, but managed to overcome the Greeks and many other aspects such as architecture, medicine, literature and among others. The Cainites only took advantage of this change to adapt the Philosophies by changing their names, but much of their behavior remains the original. During the rise of the Roman Empire, other Kainites created their own Philosophies, already in keeping with the “present times” in which they lived, as the Assamites created the Philosophy of Blood.

It is clear that this type of behavior opens loopholes for clever vampires to infiltrate the Philosophy groups to cause chaos and perhaps that is why during the Dark Ages, all necessary doctrines were created. When it comes to the Classical Era, remember a period of thinkers, explorers of the interior and Cainites who seek to understand the whole, the world.

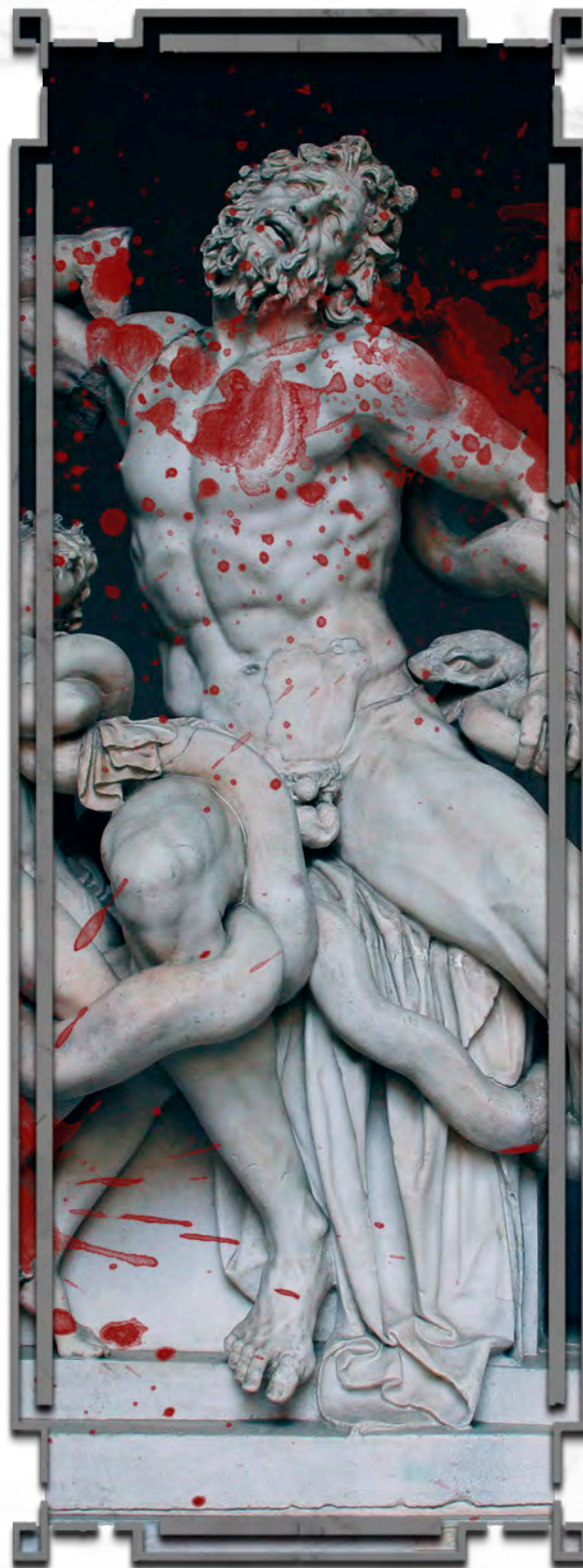
## Philosophy of the Beast

**Nickname:** Beasts

**Virtues:** Conviction and Instinct

**Theory:** Kindred who adhere to this philosophy have a very strong tendency to be indifferent and selfish. This is because the Beast is like that and these Cainites cherish survival.

The main objective of Philosophy is not to survive in forests or vegetation, but anywhere. First, those who created such a Philosophy had in mind that the Kindred, acting in a manner similar to the Beast, could learn to live with it and not repress it, since this has been shown more than once as a flawed technique.





This Philosophy is said to have been developed by the Greek Gangrel a few centuries ago and adapted to the times of civilization. They detested the idea of having to live inside forests or other natural environments and for this reason they chose to modify Philosophy.

Gangrel who wished to maintain their origin, simply continued on their way and showed minimal respect for the brothers who chose to follow and obey society and civilization.

### Ethics of the Philosophy of the Beast

- Your survival is enough. Defend your immortality.
- The Beast is not the manifestation of evil, it is its survival screaming in your ears.
- You are solely responsible for defining what happens during your existence.
- You cannot let yourself be led, but at least listen to other experiences.
- Order and chaos are complete. Civilization is order and the Beast is chaos.

**Aura:** Threat and Fear. In Intimidation tests, add the appropriate bonuses. Cainites who follow the Philosophy

of the Beast tend to appear bestial and imposing due to their proximity, appearing to be hunters.

## Philosophy of Divinity

**Nickname:** Deities

**Virtues:** Conviction and Self-Control

**Theory:** Some Cainites, inspired by their hunger and discoveries of how powerful they are, took advantage of justifying their position and raising their egos to use their curse as a justification that they were sent by the Greek gods at the time. This Philosophy was harmful because the tradition of the Silence of the Blood was sometimes ignored, bringing revolts against the Cainites. Even so, there are still Cainites who follow it, in a more confidential way, because they learned their lesson. Although they are still as arrogant and self-centered as deities would be.

### Ethics of the Philosophy of Divinity

- Forget human moral concepts. Be better than this.
- Lead. No one will remember your name if you cannot lead.
- The Beast must be contained, otherwise you do not deserve the power you have.

## Hierarchy of Heresies against the Philosophy of the Beast

RANK	MORAL ORIENTATION	RATIONAL BASIS
10	Risk your existence.	Survival is your priority.
9	Accepting a leadership.	Wolves are not commanded like sheep.
8	Killing for pleasure.	A waste of food.
7	Adopt order	Inside order, you are caos.
6	Help someone without asking anything in exchange.	The Beast don't do charity.
5	Cruelty without a reason.	Cruelty is a creation of civilized man. Not of the Beast.
4	Failing to kill when it's necessary for your survival.	It's you, or them.
3	Failing in defending what is yours.	If you cannot be stronger by your own stuff, than they will be.
2	Showing mercy in front of an enemy.	Weakness equals to death.
1	Abstain from eating when you are hungry.	The Beast must be satisfied.

## Hierarchy of Heresies against the Philosophy of Divinity

RANK	MORAL ORIENTATION	RATIONAL BASIS
10	Humanize.	Gods are superior to the human.
9	Forgetting your position.	You do whatever you want, dont spend time with uselessness.
8	Failing to lead.	Be the leader.
7	Letting yourself be influenced by others convictions.	Create your own conviction.
6	Failing to show wisdom to the inferiors.	The only merit that the inferiors have is their wisdom.
5	Not seeking self-knowledge.	If you don't lead yourself, how are you going to lead others?
4	Honor an agreement with those below you.	Humans and weak creatures do not deserve your honor.
3	embrace unnecessarily.	When Gods choose their suitors, they are meticulous.
2	Letting yourself be tame by the Frenzied or Rotshreck	Gods are not Beasts.
1	Failing to satisfy your needs.	Even deities supply your needs.

- Create your own thoughts and beliefs. Deities cannot be influenced by adopted philosophies.

- Satisfy your desires. You have a right to this.
- Deities must be worshiped and recognized.
- Seek knowledge and no one will command you.

**Aura:** Leadership or Intimidation. Whenever you are showing who you really are, imposing your presence in the environment, add the appropriate bonuses for the test. Cainites who follow this philosophy appear very arrogant.

### Reason of Dionysus / Bacchus

While Cainites debated whether they were children of the Deities, others took the time to meet their needs and began to be inspired by the behavior of each of them, told in the stories.

The Cainites who adopted Dionysus as their “patron”, as a ruler of morality, became more attached to pleasures than anyone. These became responsible for the great bacchanals created at the time, instigating both humans and the Cainites themselves to have pleasures. It turns out that these vampires supply their beast through the

intense life of pleasures, leaving the Beast to “forget” that it must fight against the Cainite.

Incredibly, Toreador were the ones who least chose to take on this Philosophy, leaving them to the Ventrue of the time, who reveled in political leaders at major events.

**Virtues:** Reflection and Instinct

### Additional Ethics of Dionysus

- Enjoy your immortality. Take pleasure and show it to everyone.
- Divinity or not, there is no need to be feared when you can be worshiped.
- Rules create limits. And limits prevent you from being free. Be free.
- Why move away from humans when you can enjoy them?

**Aura:** Trust. The Cainite lovers of Baccho's Philosophy tend to bring an air of confidence so that their speech is much better accepted. When trying to bond with someone, add the appropriate bonuses.



## Hierarchy of Heresies against the Reason of Ares

PONTUAÇÃO	ORIENTAÇÃO MORAL	BASE RACIONAL
8	Miss an opportunity to show your power.	You must be feared and respected and you will not do it through peace.
7	Showing mercy.	There is no mercy in war.
4	Act impulsively.	The leader knows when to attack and when to retreat.
1	Stop feeding.	The true leader must be prepared for anything.

## Hierarchy of Heresies against the Reason of Hades

RANK	MORAL ORIENTATION	RATIONAL BASIS
10	Neglect your duty.	Those who fail with their responsibilities lose them.
8	Charity and Mercy.	Piety and charity are deserved. They cannot be given without reason.
6	Showing weakness in front of the inferiors.	You are an example, remember this.
4	Abandon your word.	His honor defines his word and a wordless deity is nothing.
1	Satisfy more than necessary.	Dead people do not guarantee food.

## Hierarchy of Heresies against the Reason of Dionysus

RANK	MORAL ORIENTATION	RATIONAL BASIS
10	Failing to humanize.	The pleasure is also human.
9	Failing to embrace those who understand pleasures.	Whoever truly understands life deserves immortality.
8	Leading by fear.	If you can be worshiped, why would you rather be feared?
5	Fail to show the good side of life.	If we do not live to satisfy ourselves, what is the meaning of life? This goes for everyone.
2	Allow the Beast to dominate you.	Bestiality and pleasure are opposite.
1	Limit yourself to the rules.	Those who limit themselves lose their freedom.

## Reason of Ares / Mars

**Virtues:** Conviction and Wisdom

**Description** As time passed, wars began to grow exponentially. What created the need for Cainites to abandon their posts as followers of the Pleasure of Dionysus and take the air of seriousness, as they would know that if they did not move, they would die.

In this way, the Philosophy of the Deities was reworked. It is obvious that not all Cainites abandoned their posts as lovers of pleasure, but this helped to keep the cities state of the day without dawn and completely unaffected even in times of war.

### Additional Ethics of Ares

- Piety weakens you. And weakness kills him.
- A leader must be prepared and strong for conflict.
- The leader must always know when to attack. Be cold.
- No one will respect you if they think you are weak. Show your true potential.

**Aura:** Leadership. Cainites who follow this Philosophy have a very powerful aura of conviction, being able to impose this against their opponents. Whenever you are imposing your point on someone, add the appropriate bonuses for the test.

## Reason of Hades / Pluto

**Virtues:** Conviction and Self-Control

**Description:** Hades' Philosophy had already been created before Ares as a counterpart to Dionysus. At the time, they were called Hadeanos. These detested the waste of time that the Dionists spent in futility and were completely against the lack of honor with the very word that the Cainites who followed the Philosophy of the Deities had. There was a complete disregard for duty and so the Hadeans followed their own code.

Hades' Philosophy proposes to show a different side, even adopting the behaviors of an Underworld God. It is as if there is no need to be a monster just for being. And so it was based on honor and duty, of course, without forgetting that Gods are still superior. At the time, it brought a sense of seriousness among the Cainites.

### Additional Ethics of Hades

- You are already in darkness, and your honor is what

you must maintain.

- Do your duties and no one can take them away from you.
- If you show weakness, you will be an easy target.
- Piety and charity are not part of honor and duty. Unless deserved. It is your duty to judge this.

**Aura:** Intimidation. Cainites who follow this Philosophy have an intimidating presence, to the point that they are made to be obeyed by fear. In Willpower and Intimidation tests when imposing their presence, bonuses are applied.

## Reason of Athena / Minerva

**Virtues:** Reflection and Wisdom

**Description:** In contrast to other Philosophies, Athena's Thought came as a way of bringing balance. At the time, some Brujah strongly adopted this path, even though they were ridiculed by others.

This Philosophy makes Cainites defenders of justice and honor. They are not necessarily purely good, but in comparison to the other Philosophies of the Deities, this is where the most kind and least selfish is, as it preaches the defense of right and justice. Generally the Cainites who follow it create a sense of absolute duty and nothing takes them away from it.

### Additional Ethics of Athens

- Perform your duties, after all you are the first example to be followed.
- Honor your word and no one will have any reason to distrust you or go against your command.
- Protect and justice. Without it, chaos will reign and the world of men will be abandoned to death and hopelessness.
- Show your wisdom to young people and they will have reason to recognize you as a leader.
- Arrest your Beast. For if it dominates you, nothing you preach will be valid and all your work will have been in vain.

**Aura:** Willpower. Cainites who follow this conviction have a sense of justice surrounding them. Everytime they are defending a just cause or dealing with like-minded people, they earn bonuses on their tests.



## Hierarchy of Heresies against the Philosophy of Athena

RANK	MORAL ORIENTATION	RATIONAL BASIS
10	Neglect your duty.	Those who fail with their responsibilities lose them.
9	Torture and mistreat.	Tools of evil are not used by justice.
8	Deny the opportunity to teach wisdom.	Everyone must have access to knowledge and scholarship.
7	Deny aid to those in need.	It's not about charity, it's about giving a chance.
6	To remain silent in the face of injustice.	Injustice must never be perpetuated. The correct is the correct.
5	Allow yourself to tame the Frenzy or Rotschreck.	How will you defend your convictions if not even you can defend from yourself?
4	Show dishonor and cowardice.	If you have no honor and courage, who will you have for you?
3	Embrace unnecessarily.	Not everyone deserves the pain of experiencing immortality.
2	Show ignorance of a problem.	Wisdom is conducive to problem solving.
1	Satisfy more than necessary.	There is a time to stop and the right time to eat.

## Philosophy of Humanity

**Nickname:** Humanitas

**Virtues:** Conscience and Self-Control

**Theory:** The Philosophy of Humanity came together with the Socratic Kindred, who learned to question and through questioning, came to the conclusion that one of the ways to suppress the Beast was precisely to live among humans and act like a human.

Humanity came to be used among many vampires who did not wish to forget what they were like among Humans. The creators of this Philosophy made it precisely based on human behavior, judging, analyzing and reflecting on what it was and what it was like to be a human.

Then, the vampire scholars came to the conclusion that Humans also adopted this Philosophy without even knowing it and that humans could be as Bestial as Cainite. Just give them a chance. It does not mean that the Cainites who follow this Philosophy are completely good to each other. Some reach the level

of monstrosities worse than the beast itself would do.

Although Philosophy preaches a coexistence between humans, nothing prevents the Cainites from breaking this coexistence and destroying their concepts of humanity. Normally, every initial character has the Philosophy of Humanity as a basis. It is possible to exchange it, as explained previously.

### Ethics of the Philosophy of Humanity

- Only by compassion and understanding can you keep yourself pure, without the touch of the Beast.
- Confabulating evil is confabulating against others and gradually destroying yourself.
- We were all human, immortality did not remove this condition.
- No one needs to understand humanity better than Cainites do. So it is fair to act as one.

**Aura:** Kindness. When dealing with other humans



or people who may see a goodness built into your being, add the test bonuses. Cainites who follow humanity are often more human than humans themselves, even bringing confidence through kindness.

## Philosophy of Paradise

**Nickname:** Christians

**Virtues:** Conviction and Self-Control

**Theory:** This Philosophy was created recently, with Christianity growing within the Roman Empire. Cainites who started walking too much with Christian humans adhered to their ways and their faith. Because of this, they created their own philosophies that are very close to humanity, but with some different rules.

The need arose mainly for Cappadocians who provide shelter for Christians. Generally, Cappadocians who came to live among the religious had to feed and live as a society. The Philosophy of Paradise was fundamental for the understanding of Cappadocians as an attempt to live in society. Much has changed since the beginning of adhering to such Philosophy.

### Ethics of the Philosophy of Paradise

- Only those who follow God's commands will have forgiveness and ascend to heaven.
- We are creatures created out of sin, but we cannot perpetuate it.
- It is our duty to destroy sin and demons. Evil cannot perpetuate.
- Only faith can save us.
- We are all God's creatures and as such, we will protect the virtuous and innocent, but we will shed blood for the guilty and sinners.

**Aura:** Faith. These Cainites tend to be very determined and especially when they are following the Lord's word. They hardly change their path and are convinced. Apply the necessary bonuses when the Cainite is representing his faith in his beliefs. Willpower tests can also be rewarded if they are fighting for the Lord. This makes them very difficult to manipulate for other causes.

## Philosophy of the Eastern Paradox

**Nickname:** Rakshasa



## Hierarchy of Heresies against the Philosophy of Humanity

RANK	MORAL ORIENTATION	RATIONAL BASIS
10	Selfish thoughts.	If you can think, you can act.
9	Selfish acts.	If you do, it. The Beast wins.
8	Wounds inflicted on others (accidental or not)	Accidental or not, you are still guilty.
7	Theft and Theft	Only animals do it without thinking about the consequences.
6	Accidental violation (drinking from a mortal until you dry it out because you're hungry)	To humanize is to live in society, control yourself or you are not able to live with humans.
5	Intentional damage to property	Only animals behave like that.
4	Violation due to emotional distress (murder, killing a fountain during a frenzy)	Lack of control is considered an impulse of the Beast. Jail it.
3	Premeditated violation (pure and simple murder, taste the bleeding)	To be cold is to reject your humanity.
2	Negligent violation (killing without thinking, eat beyond satiety)	Even animals don't do this.
1	The most vile, monstrous and evil acts.	You are either a person or a monster.

## Hierarchy of Heresies against the Philosophy of Paradise

RANK	MORAL ORIENTATION	RATIONAL BASIS
10	Violate the ten commandments.	The word of God is law.
9	Fail to protect a christian.	Those who follow you have your guard.
8	Act impulsively as in any of the seven deadly sins.	Impulsivity is an ally of the Beast.
7	Trafficking, vandalism or theft	Thou shall not steal.
6	Cause harm to the pious and virtuous.	God looks after everyone and punishes sinners.
5	Feed on a human without his permission.	God protects the innocent.
4	Blasphemous or heretical acts.	"No one goes to the Father except through me," said Christ.
3	Allow a crime or sin to happen without reprimand.	"Vengeance is mine," said the Lord.
2	The murder of innocents.	Do not commit Cain's sin.
1	Help an evil demon or servant.	Help them and you will help the Beast.

**Virtues:** Conviction and Instinct

**Theory:** The Eastern counterpart of the Ravnos has been around for a long time and is the original Philosophy. The Ravnos have long followed these ideals and beliefs. Only the youngest members interfered in the order and created their own beliefs. The Eastern Ravnos believe that every individual has his own purpose, or svadharma, although vampires, excluded from the cycle, have lost theirs.

In place of their original svadharma, each Kindred must now try to move forward with the universe, hopefully understanding it in the process and, finally, penetrating the grand illusions that cover the supreme Truth of their eyes, in order to find and understand the new svadharma of its current Format. A common means to this end is to accept two contradictory things as true and find meaning in the Paradox.

Svadharma is one of the Ravnos' ways of understanding that everyone has a purpose and a nature of their own. They believe that all vampires must find a cycle, as they left the universe as soon as they were embraced.

One of the great goals of the Eastern Ravnos is precisely to bring the opportunity for people to discover their goal within the cycle of the universe, and thus fulfill their svadharma.

#### **Ethics of the Eastern Paradox Philosophy**

- Embrace only when absolutely necessary
- Destroy other vampires as they are useless
- Interpret others' svadharma and help them to fulfill it
- Erase the karmic debt, dispel the illusions of maya and return to samsara
- Use deception to achieve your goals

**Aura:** Trust. Just as Western Ravnos are confident that they can change people's destinies and play with reality, Eastern Ravnos are confident when it comes to themselves because they have very clear goals in mind. Its purpose is to understand the whole. Apply the appropriate bonuses when rolls involve your beliefs.

### **Hierarchy of Heresies against the Philosophy of the Paradox (Eastern)**

PONTUAÇÃO	ORIENTAÇÃO MORAL	BASE RACIONAL
10	Embrace a woman.	Women are carriers of life, not death.
9	Refuse to teach the Paradox.	Philosophy must reach everyone.
8	Destroying another follower of the path.	Charity, as is widely believed, begins at home.
7	Killing a mortal to sustain.	Death steals svadharma.
6	Failing to destroy another vampire.	Those who fail to see the true path must return to a productive role in the cycle.
5	Killing a mortal for any other reason than survival.	A person may not have attained his svadharma, and preventing it is anathema.
4	Failure to help someone else's svadharma.	The gods defined this as the purpose of Rakshasa.
3	Allow the sect's affairs to precede dharma.	A lealdade de um homem deve ser para com os deuses, não seus companheiros.
2	Becoming connected to the Blood Bond	To allow another to bind you to blood is to allow your destiny to be manipulated.
1	Embracing unnecessarily or out of personal desire.	You must return people to the cycle, not extract them.



# Philosophy of the Western Paradox

**Nickname:** Chaotic.

**Virtues:** Conviction and Instinct

**Theory:** When the Ravnos arrived in the West, they created the Philosophy of Paradox as a way to break free from the currents that the Eastern Ravnos pursue. The way to control their Beast was precisely by acting according to the Beast's commands.

Incredibly, the members who follow this Philosophy are extremely close to the Beast, but in a completely different way from the traditional one. The Beast acts in its selfishness, bringing disgrace and destruction to them.

The aim of the Western Paradox Philosophy is precisely to bring selfishness to the fore. The Ravnos who followed this Philosophy simply got tired of being sent and wished to be completely free even from social pressures. This

completely separated Eastern Philosophy from Western Philosophy and both Ravnos do not live together well.

## Ethics of the Philosophy of Paradox

- Command your own reality.
- Humanity is at our disposal and we are not hers
- Power is available to be taken. If others don't, you will.
- Make reality your slave.
- Free yourself from your bonds and discover your own pleasure.

**Aura:** Trust. Cainites who follow this Philosophy tend to be confident about what they believe to be in their possession. They are convincing and can easily influence you. When you are manipulating something in your favor, receive the appropriate bonuses.

## Hierarchy of Heresies against the Philosophy of the Paradox (Western)

RANK	MORAL ORIENTATION	RATIONAL BASIS
10	Refuse to commit Amaranth to an Elder Cainite when the opportunity arises.	The elders have great power, use them to your advantage.
9	Refuse to teach the Paradox to a Cainite or destroy him.	Cainites can still be tutored.
8	Caring for mortals.	Mortals create laws that restrict us.
7	Fail to gratify your desire.	The vampiric condition guarantees us desires and these must be satisfied, like hunger.
6	Fail to use an opportunity when it appears.	The embrace frees us from slavery. And not to take advantage of it is to throw it away.
5	Allow others to realize that you are changing their realities.	Neither humans or Cainites approve of our activities, don't let them know.
4	Refuse to use anything to your advantage.	The greatest power is freedom.
3	Join society or sect.	Society limits our action and denies our needs.
2	Let them know your goals.	Those who know him may know his weaknesses.
1	Accept the Vinculum.	To allow yourself to be dominated by other wills is to lose your freedom.

## Philosophy of the Thinker

**Nickname:** Scholars.

**Virtues:** Reflection and Wisdom

**Theory:** The Philosophy of Thinkers suggests precisely with the objective of searching for the Cainite origins. Just as in ancient Greece, thinkers arose to seek the secrets of human life, so thinkers arose among the Cainites to seek the secrets of immortality.

His convictions were based on understanding himself, understanding the beast, subduing it, and finally, being able to understand the secrets of immortality.

### Ethics of the Philosophy of the Thinker

- Equality is crucial to recognizing your own shortcomings and characteristics.
- Arouse your curiosity and that of others. Two minds are better than one.
- Hold your impulses. Wisdom is about knowing your emotions.

- Leave brutality to the ignorant. To the wise, leave scholarship.

- Dishonesty is for those who have not learned to use the intellect they have developed.

**Aura:** Scholarship. These Cainites seem to have a lot of wisdom, which can bring benefits when the possibility of using them comes up. Apply the appropriate bonuses when the Scholarship is on the agenda during the scene.

## Philosophy of the Damned

**Nickname:** Demons

**Virtues:** Conviction and Instinct

**Theory:** The Philosophy of the Damned has existed since before Christ, although its name has been updated recently. It is believed that such Philosophy was created by the Baali as a way to train their Beast in their favor through May of the inner evil. The Cainites who follow this Philosophy are monstrous and completely intimidating. You can never doubt your resources.

### Hierarchy of Heresies against the Philosophy of the Thinker

RANK	MORAL ORIENTATION	RATIONAL BASIS
10	Stop studying every night.	He who does not practice knowledge loses it.
9	Fail to teach the Philosophy of the Thinker when it is opportune.	Everyone must follow the same path.
8	Stop instigating curiosity and share your discoveries.	Everyone must awake from ignorance.
7	Accepting yourself as superior to mortals.	The stupidest is the one who sees differences.
6	Use dishonesty unnecessarily.	The wise need not be dishonest.
5	Act brutally without need.	The brute will never be heard. The wise man, yes.
4	Succumb to Frenzy or Rotshreck	He who is guided by emotions, loses his reason.
3	Take unnecessary risks.	The one who dies does not understand.
2	Feed without need.	Control your hunger or be controlled.
1	Let yourself be carried away by pleasures.	Pleasures are just distractions.



Recently, many Baali have come to adopt it as an affront to Christianity, which has been gaining strength. Other Philosophies were adopted before to provoke the Gods of other religions, causing damnation and destruction.

### Ethics of the Philosophy of the Damned

- You are already cursed, there is nothing forbidden for you.
- The Beast belongs to you, but you do not belong to it.
- Act without hesitation. Neither the laws of the Gods nor that of man can stop it.
- Your heart guards your hunger for freedom, embrace courage and go find your freedom.

**Aura:** Temptation. Sinners are free and their path full of promises, and they are adept at recognizing the desires of others. Its aura modifier affects the testicles to persuade and seduce.

## Philosophy of Destruction

**Nickname:** Destroyers

**Virtues:** Conviction and Instinct

**Theory:** The Philosophy of Destruction has also been around for a long time, even when the concept of hell was still Tartarus or other mythological dimensions.

Angels and demons have existed since long before the birth of Christ or any writing on them and have only recently received these names. This Philosophy is generally adopted by members of the Baali bloodline.

Perhaps it is one of the worst Philosophies, since its practitioner is totally evil and a complete servant of the energies and infernal creatures, a point of creating and making horrors with his knowledge and powers that he acquired.

Philosophy preaches exactly what the name says: Destruction. The aim is purely to serve the lords of hell, without giving pity or any symbol of compassion for those who do not follow the same Philosophy.

### Ethics of the Philosophy of Destruction

- You are cursed and the best pleasure you can find is to serve hell.
- Virtue is a lie, but the truth gives pleasure to you and your teachers.
- Your beast is a great vibration, which carries the voices of hell. Listen to it and quench it.

**Aura:** Temptation. Just like the Philosophy of the Damned, that of Destruction also has the same aura, bringing temptation to the practitioner's targets.

## Hierarchy of Heresies against the Philosophy of the Damned

RANK	MORAL ORIENTATION	RATIONAL BASIS
10	Reconhecer qualquer restrição moral.	You're above any law.
9	Failing to satisfy a new desire.	No pleasure should be denied to you.
8	Failing to take advantage of a Frenzy.	A negação fortalece a Besta.
7	Refuse to try the virtuous.	Virtue is a lie that you must expose
6	Putting the needs of others ahead of your pleasures.	No one is more important than yourself.
5	Fulfill an oath.	Do not be imprisoned for anything.
4	Refuse to act against those who try to chain you.	The real chains are properly placed, but the false ones also bind you.
3	Refuse to kill or eat when necessary.	Your life worth more than any other.
2	Encourage the virtues of other Philosophies	The other Philosophies cage the beast and freedom itself.
1	Refuse to act out of your own interests.	Only idiots sacrifice themselves for others.

## Hierarchy of Heresies against the Philosophy of the Destruction

RANK	MORAL ORIENTATION	RATIONAL BASIS
10	Recognize any laws except that of Hell	There is only one set of laws. These belong to hell.
9	Fail to feed your desires.	Your will must be satisfied.
8	Failing to use a Frenesi to your favor.	Frenesi is a tool. Use it.
7	Refuse to feed or kill when necessary.	Your life comes in first place.
6	Avoid hurting other people for any reason.	What's the matter with a little violence?
5	Qualquer demonstrac�o de miseric�rdia ou piedade.	Piedade e miseric�rdia s�o pequenos atos falsos de egocentrismo. Mostre este lado.
4	Fail to act in favor of hell.	Your mission is unique. Fail at it and fail at yourself.
3	Any selfless behavior.	Kindness is an illusion. Destroy it.
2	Act against the servants of hell.	Your only allies are in hell.
1	Encourage the virtuous.	Destroy your virtues, do not strengthen them.

## Philosophy of the Blood

**Nickname:** Sentinels, Honored

**Virtues:** Conviction and Instinct

**Theory:** This has become one of the dangerous Philosophies, which are changing the behavior of the Assamite lineage in weight. Assamites came to believe that blood and strength are won, diablerizing and punishing unworthy enemies as a way to bring strength to the lineage.

Purely, their beliefs try to act in an honorable way, without cowardice with commitment to their mission. It involves the lineage's main skill: judgment. The Assamites who follow this Philosophy are extremely honorable and will hardly present problems in relation to trust, although if they have the chance, they will diablerize the unworthy.

At the same time, the Assamites are striving not to distance themselves from the teachings of their mayor, Haqim. They consider themselves the judges of the Cainites and put into practice everything that Haqim taught them, according to their interpretations before leaving the lineage. They are extremely disciplined and correct with their beliefs, after all their great goal is to

correct the Cainite world through their justice. Your duty comes first.

### Ethics of the Philosophy of the Blood

- The Beast is a sign of weakness. Control it.
- Purity, honor and discipline are the virtues of a warrior.
- The Blood of Haqim and Caine are gifts that must be earned.
- Do not act impulsively. Consider each action before making a decision.

**Aura:** Relentless. Practitioners of this philosophy know the seriousness of their task and are incredibly dedicated to it. Apply appropriate bonuses to Willpower tests.

## Philosophy of the Serpent

**Nickname:** Serpents

**Virtues:** Conviction and Instinct

**Theory:** Serpents are known for their endless plans to resurrect Set. For Followers of Set, this is one of their



## Hierarquia de Heresias da Filosofia da Serpente

PONTUAÇÃO	MORAL ORIENTATION	RATIONAL BASIS
10	Pursue personal interests instead of the interests of Philosophy.	Set comes first.
9	Refuse to assist another practitioner of the Philosophy of the Snake.	We must work together if our goal is to destroy our enemies.
8	Failure to gain an advantage against the enemies of Philosophy.	The wrong ones must be destroyed and the miserable ones converted.
7	Fail to spread worship to Set.	Those who descend from Set have a sacred duty to spread their word.
6	Failing to observe the rituals in favor of Set.	Only by devotion do we gain Set's protection.
5	Failing to distribute chaos among the enemies of Philosophy.	The infidels must be punished.
4	Failing to do what is necessary to convert penitents from other religions.	Where they reign, others follow.
3	Obstruct Set's efforts.	We all have a common purpose.
2	Refuse to work on the resurrection of Set.	Our sacred duty is to resurrect Set.
1	Worship any other God but Set.	Set is our parent and protector. Our only God and creator.

## Hierarchy of Heresies against the Philosophy of the Blood

RANK	MORAL ORIENTATION	RATIONAL BASIS
10	Act impulsively in any situation.	Discipline is our force.
9	Let your actions be dictated by emotion.	Impulsivity approaches us to the Beast.
8	Succumb to Frenesi.	Our will must be unshakable.
7	Failing to Diablerize another unworthy vampire.	Return the blood of the unworth to Haqim.
6	Act cowardly or dishonorably.	Our actions reflect our father, Haqim.
5	Allow the unworthy to not be punished.	We are the judges of the non-living.
4	Show weakness in face of the unworthy.	We represent Haqim in every way.
3	Failing to honor an oath.	Our honor is what sets us apart.
2	Submit to the will of a Prince or a unworthy Elder.	Nothing can move us apart from our purpose.
1	Succumb to Blood Bond.	We serve Haqim. Nobody else.

only goals. It is not easy, but in understanding it is simple and no matter what is in your way, the resurrection must happen. If any effort is needed, they will, regardless of the consequences. Everyone has a single goal and this will be accomplished.

In the sense of duty, they are very similar to the Assamites and completely convinced of what they preach. Setites tend to fall in a bad way precisely because of this Philosophy, which was created after Set was absent from his lineage. It is in this Philosophy that the Setites find strength, purpose and an almost blind communion with one another.

#### **Ethics of the Philosophy of the Serpent**

- Set's importance is greater than his personal goals.

- Enemies of Philosophy are destroyed or converted. There is no option for them.

- The only ones you can count on are us, the ones who follow the Serpent Philosophy.

- Set is the only God to be worshiped.

- Never turn your back on the Serpents.

**Aura:** Deception. Practitioners of the Serpent Philosophy tend to be very influential, especially when it comes to convincing an opponent or possible adept to become part of their religion.







# CHAPTER IV CHARACTER CREATION

“We all have sculptors within ourselves. There are only different ways of seeing them.”

- Geronimus, the Monk

Before starting your narrative, you need to create a character to participate in it. As is well known, RPG is about players playing characters who are protagonists or not of a story told by the narrator.

Your character will be part of a world that is considered dark, although illuminated by the discoveries of the classical era. He will be in a rich history and because of this, this chapter will teach him how to create a character. Not only from his historical point of view, but technical as well.

This chapter will describe how the card works, as it is the main tool for character creation. The record is like the “materialization” of your character on paper. It contains details about what he is capable of doing, in addition to what has already been told about him.

## Characteristics

Most of what you interpret or tell about your character will be represented in points. For example, your vampire’s general disposition and attitude towards food, depending on what you decide, can contribute as a whole to your overall role in the story. However, certain aspects of the character such as his physical abilities, appearance and vampire powers, for example, are described in numerical

terms and used in conjunction with the game system. These aspects are called Characteristics.

The Characteristics quantify the particular powers and weaknesses of the characters, which guide them towards an interaction with the other player characters and with the characters created by the narrator. Your character may, for example, have high Mental Attributes, which makes him indispensable when brains and cunning are needed. However, he has reduced Physical Attributes, forcing him to depend on a friendly character when violence or brute force is invoked.

Characteristics are commonly described in numerical terms ranked between 1 and 5. Humanity / Philosophy levels are exceptions to this guideline and it is believed that some particularly old and powerful vampires have other Characteristics that exceed level 5. In terms of system, reaching 5 points in a Trait means that you are among the best in that Trait, since 5 is considered the “human limit”. You have to be someone powerful and supernatural to be able to overcome this limit and this will not always happen without problems.

These numbers represent the size and quality of a character’s ability in a given Trait. A one-point rating is considered poor, while a five-point rating indicates superiority.



## Description

Vampire characters have the following characteristics:

**Name:** Name of your character. His nickname or fame, the way he is known.

Player: Your name.

**Chronicle:** The title chosen by your narrator. Usually the chapter or series of stories that your character is participating in (eg Blood Nights).

**Nature:** The archetype that represents his character's true personality, which he does not openly demonstrate.

The list of archetypes follows on the following pages.

**Demeanor:** The way he behaves before society. It is the personality trait that he demonstrates to people.

**Clan:** One of the 13 families or bloodlines that are descendants of the Mayors or Cain. At first, most vampires belong to a clan.

**Disciplines:** Vampiric powers, which allow for super abilities and other bonuses. Each clan has three Disciplines and some lineages have their own Disciplines.

**Generation:** A measure of how far your character is down. The lower your generation, the more potential you have and the closer you are to Cain. All characters start in the 11th generation, unless you buy the Generation Background to lower it. There is no way to reduce its generation except through Amaranto or Diablerie.

**Attributes:** Characteristics that measure your character's Physical, Mental and Social capabilities.

**Skills:** Characteristics that show when your character learned during his years. They are divided into Talents

(innate proficiency), Skills (learned proficiency) and Knowledge (academic knowledge and learned history).

**Philosophy:** The name of the moral code you chose to follow. Philosophies show different parameters so that vampires can keep their Beast under control. Each moral code guides vampiric behavior in a way. The higher the values, the closer you are to your Philosophy. Philosophies also dictate their Virtues.

**Advantages:** These characteristics sharpen your character's limits, bringing details to your character that make you stand out from the rest. You receive five

points in Advance. You can choose four points from your character's clan Disciplines. Finally, choose seven points among your virtues. Depending on your character's Philosophy, he may have Self-Control or Instinct, Consciousness or Conviction and Courage.

**Aura:** Aura is related to your character's Philosophy. See Chapter 3.

**Willpower:** Your character's mental reserves that allow you to try harder than you normally can.

**Blood Points:** The blood supply your character has. Blood points can be spent to perform certain types of actions. Your

character's maximum blood is determined by his generation.

**Vitality:** Your physical well-being. Broken bones and missing limbs still limit what a vampire will be able to do. Note the injuries and refer to Chapter 7 to see how your actions will be affected.

**Weakness:** Each clan and bloodline will have a weakness. Write them down as they will appear in the game.

does not openly demonstrate.

TWENTILTH ANNIVERSARY EDITION

# VAMPIRE

THE CLASSICAL ERA

NAME: \_\_\_\_\_

PLAYER: \_\_\_\_\_

CHRONICLE: \_\_\_\_\_

NATURE: \_\_\_\_\_

DEMEANOR: \_\_\_\_\_

CLAN: \_\_\_\_\_

GENERATION: \_\_\_\_\_

SIRE: \_\_\_\_\_

CONCEPT: \_\_\_\_\_

## ATTRIBUTES

**PHYSICAL**

STRENGTH ●000000

DEXTERITY ●000000

STAMINA ●000000

**SOCIAL**

CHARISMA ●000000

MANIPULATION ●000000

APPEARANCE 0000000

**MENTAL**

PERCEPTION ●000000

INTELLIGENCE ●000000

WITS ●000000

## ABILITIES

**TALENTS**

ALERTNESS 0000000

ATHLETICS 0000000

AWARENESS 0000000

BRAWL 0000000

EMPATHY 0000000

EXPRESSION 0000000

INTIMIDATION 0000000

LEADERSHIP 0000000

STREETWISE 0000000

SUBTILTY/EYE 0000000

**SKILLS**

ANIMAL KEN 0000000

CRAFTS 0000000

ARCHERY 0000000

COMMERCE 0000000

ETIQUETTE 0000000

PERFORMANCE 0000000

MELLÉ 0000000

RIDE 0000000

STEALTH 0000000

SURVIVAL 0000000

**KNOWLEDGES**

ACADEMICS 0000000

HEART WISDOM 0000000

INVESTIGATION 0000000

LAW 0000000

MEDICINE 0000000

OCCULTISM 0000000

POLITICS 0000000

PHILOSOPHY 0000000

RITUALISTICS 0000000

RELIGION 0000000

## ADVANTAGES

**DISCIPLINES**

\_\_\_\_\_ 0000000

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**BACKGROUNDS**

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**VIRTUES**

CONSCIENCE/CONVICTION/REFLECTION ●0000

SELF-CONTROL/INSTINCT/WISDOM ●0000

COURAGE ●0000

## PHILOSOPHY

0000000000

Area ( )

**WILLPOWER**

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**VITALITY**

BRUISED □

HURT -1 □

INJURED -1 □

WOUNDED -2 □

MAULED -2 □

CRIPPLED -5 □

INCAPACITATED □

## BLOOD POOL

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**WEAKNESS**

POINTS P-TURN

## Starting

In vampires, character creation works in a simple way. However, before creation, there are some steps that are necessary to be able to create a character that is consistent and consistent with the form you are filling out. There are some factors that are important to note before starting to create a record.

- You can create a character of any age, any culture and from any nation, subject to the narrator's approval. However, all characters start the game as neophyte vampires who only recently left the protection of their masters. All player characters are assumed to have no more than 25 years of experience as Members. Except for what their masters told them, they know relatively little about the society of Members.

This allows them to know the World of Darkness as it unfolds, revealing all malice and mystery, instead of having the knowledge of ages in your pockets. A character's apparent age is the age at which he was Embraced and became a Member.

- The character creation system is intended to be a mechanism for developing personalities and not simply a rigid mechanical coding system. Who prefers the rules more than an interesting character or a good story? The character cannot exist just like marbles on a page. Interpretation is always more important than numbers.

- Players have a certain number of points to spend on the Traits they would like their characters to have. Players also receive "bonus points" at the end of the character creation. They can spend these points to complement their characters, add personality and further differentiate them from other players' characters.

- A score of 1 on a Feature is weak, while a score of 5 is excellent. Therefore, a character with a single point in a Trait is either not very good at this Trait or is a beginner. Don't think your character is weak just because he has only one point in Manipulation. The experience system, presented at the end of this chapter, allows the characters to grow and develop. Traits are classified according to the human scale (except for vampiric Traits like Advantages and Blood Points, which are classified by the Members' standard).

- It is your responsibility to choose a role that is not frankly harmful to the group. Vampires are lonely creatures, so there must be some reason why you have joined your fellow Kindred (the other player characters). Despite the fact that the World of Darkness forces vampire circles to come together, Kindred do not come together simply by doing so.

## Characters

Now that we've established a pattern of reasoning, there are some questions you can ask yourself when thinking about your character's concept and characteristics.

- **Who was I as a Human?** As simple as it may seem, this question makes perfect sense. You can't start building a house on the roof, so you must think about who you were as a human.

This is because thinking about your human character will make you reflect on the skills, abilities and the experience that he had. This side of his life will be addressed, after all you will develop what his family ties were like, whether his life was lonely and happy or rich and sad. It is a good time for you to reflect on who you were and to get the record and the scores according to the story you are creating.

- **Why was I Embraced? Why did my Sire choose me?** This is where we begin your vampire life or non-life. Every Sire chooses his child for some special reason. If your narrator does not define this, you can do it yourself. This is because characters take many decades, perhaps even centuries to mature and create another Cainite.

When you have a creator, he usually embraces a mortal because something about that individual caught your eye. If it was a Brujah, it may have been the force that set his ideals at bay. An Assamite could be embraced by the way he behaves in the face of their laws and protection. Tzimisce could have seen importance in someone who could bring political power to the Carpathians and so on.

Take into account that your creator will always have a reason to have embraced you. Accidental Embraces can also happen, although the consequences of breaking the tradition of Embracing can be devastating for your creator. You are expected to observe and study your progeny for some time before asking for permission to Embrace. Usually, they choose and study the mortals they



want to embrace. In each family there is a preference for a specific Ability or Attribute that draws your attention. For the Embrace to occur, it is expected that the child is at the peak of its life or in what the Lord sees as the peak, because theoretically it will be that way forever.

• ***How was or how is my relationship with my Sire?*** This is a good time to describe what your master is like or how it was with you. Remember that the way your master treats you, transforming your personality while Cainite.

Assuming your master has been harsh with your character, your character will likely be cornered or harsh as well. If your master is loving and friendly, your character can be naive. You must define how the reaction to “education” with your master is. This factor interferes with how your card can be assembled, after all there are Merits and Flaws, Background and Virtues that demonstrate these details about the character.

• ***How do I live in 62 BC?*** It is at that moment when you start to describe how your character acts, if he still follows your path, if you have won allies, contacts, companions or even if your family is still alive and how they act in relation to you or if they even know about their vampiric condition. Develop his opinion of the Cainites and the world in which he lives.

Take the time to describe if the character is with the group of players who are part of the table and discuss the relationship of all of you as characters, justifying how you came together. There are several ways to join a group of vampires. Although lonely, vampires come together in times of need.

The Storyteller can use the character’s historical justifications to fit him in the chronicle and bring more immersion to the plot being told. Don’t forget that this type of development only adds to your character’s behavior and personality.



# Character Creation Process

## Step One: Concept Character

Choose the concept, the Clan (Family), the Nature and the Behavior.

## Step Two: Distribution Attributes

Distribute a point for each attribute. Rank the categories of attributes in order of importance for your character: Physical, Social and Mental.

Distribute 7 points among the primary Attributes.

Distribute 5 points among the secondary Attributes.

Distribute 3 points between the tertiary attributes.

## Step Three: Distribution Skills

Rank the categories of Abilities in order of importance for your character: Talents, Knowledge and Abilities.

Distribute 13 points among the chosen Primary Skills.

Distribute 9 points among the chosen Secondary Skills.

Distribute 5 points among the chosen Tertiary Skills.  
Note: No skill must have more than 3 points at this stage.

## Step Four: Choose Benefits

Choose Disciplines (4), Background (5) and Virtues (7). Your character automatically receives a point in each Virtue.

## Step Five: Finishing Touches

Note Humanity (equal to Conscience + Self-control), Willpower (equal to Courage), and Blood Points equivalent to your generation. If your character is following a Philosophy, see Chapter 3. Spend bonus points (15). Optional: Choose Qualities and Defects (max. 7 points). Each defect adds bonus points to your chip, up to a maximum of 7. Each quality costs bonus points.

Note: Characters with Philosophy cannot exceed 5 in the classification.

## Concept Examples

- Criminal: Thief, assassin, scout

- Tramp: Displaced from home because of war or famine, pilgrim, part of a caravan
- Entertainer: Musician, actor, poet
- Intellectual: Philosopher, instructor, priest
- Child: Fugitive, small soldier, kid
- Religious: Ecclesiastical, monk, priest
- Foreigner: Slave, member of a different religion, leper
- Politician: Patrician, judge, counselor, magistrate
- Professional: Sculptor, doctor, painter
- Soldier: City guard, mercenary, centurion, praetorian
- Worker: Farmer, miner, weigher, brewer

## Families (Clans)

- Assamite: Children of Haqim. Considered murderers and judges, protectors of Cain's word.
- Brujah: Before, respected philosophers. Today, furious and frustrated. They seek revenge for the fall of Carthage.
- Cappadocians: They seek in death the meaning for life. Some, recently converted to Christians.
- Gangrel: Linked to their bestial nature, they are considered barbarians for their Nordic "origin".
- Lasombra: Before, pirates of the Mare Nostrum. Now, politicians who seek Rome's leadership through religion.
- Malkavians: Psychics, priests or oracles. Known as the Madness clan because they see what we cannot see.
- Nosferatu: Your beast is manifested in your flesh. That is why they are monsters and live in wait, in the sewers.
- Ravnos: Illusionists, cheaters or travelers. Some of them, very wise and reliable.
- Salubri: Guardians of humanity, who struggle to extinguish the forces of evil. They have a third eye.
- Followers of Set: Fervent who believe in the resurrection of Set. They seek to bring it to destroy the world.
- Toreador: Artists, seducers and diplomats. They inspire emotions through their art.
- Tzimisce: Originating in the Carpathians. Called demons for their art of molding the flesh and for the witchcraft they learned from the millennia.
- Ventrue: Politicians, patricians and generals who dominate the empire with an iron fist and conquer new territories with their dirty politics.



## Bloodlines

- **Ananke:** Reapers of natural creatures. They work to bring the balance of death to anyone who tries to circumvent the rules. Or seers who see in the bones, prophecies.
- **Baali:** Infernalists who serve demons and seek to bring destruction to the earthly plane.
- **True Brujah:** Thinkers, students of the time who refuse to accept Troile's leadership.
- **Children of Osiris:** They claim to be protectors of humanity, just like the Salubri. They seek to show salvation to the desperate.
- **Greek Gangrel:** They adapted to civilizations and left nature to see opportunity in cities.
- **Kiasyd:** Anyone who has a mixture of fairy and kainite blood in their blood. They work together with fairies, but not for them.
- **Nictuku:** Nosferatus pursuers claim to be the true descendant of Absimiliard, creator of the Nosferatu clan.
- **Mithraists:** Members of the Ventrue clan, belonging to the Cult of Mithras who became sorcerers and warriors.
- **Strixes:** Witches transformed into vampires from a joke by a Malkavian.

## Discipline

- **Animalism:** The art of dominating animals and the beast.
- **Auspex:** Mastery of the supernatural senses.
- **Bardo:** The manipulation of humanity, practiced by the Children of Osiris.
- **Dementation:** The art of distorting the mind, imposing madness and insanity on its victims.
- **Dominate:** The art of mind control through eye contact.
- **Dur-An-Ki:** Vampiric witchcraft, adopted by the Assamites. Although in the past it belonged to any sorcerer.
- **Fortitude:** Supernatural toughness, even to the point of resisting fire and sunlight.
- **Protean:** The art of supernatural adaptation.
- **Presence:** The power of influence emotions.
- **Mytherceria:** The art of imitating the magic of Fairies.
- **Necromancy:** The supernatural power to summon and control the dead.
- **Obfuscate:** The ability to remain obscure and invisible, even in crowds.
- **Potence:** Supernatural strength.

- **Chimistry:** Manipulation of reality through one's own will.
- **Quietus:** The art of murder through the manipulation of blood.
- **Celerity:** Supernatural speed.
- **Blood Sorcery:** The art of imitating the magic of the Magi through blood.
- **Mithraist Magic:** The type of witchcraft used by the Mithra Cult. It apparently mimics divine powers.
- **Obtenebration:** Control and manipulation of shadows.
- **Valeren:** The ability to heal, pacify, damage and recover the soul through the third eye and balance.
- **Vicissitude:** The ability to shape the body and the flesh through touch.

## Archetypes

- **Architect:** You build something of lasting value.
- **Autocrat:** You need to control.
- **Bon Vivant:** Non-life is for pleasure.
- **Mercenary:** Why give away for free when you can sell?
- **Chameleon:** You can mix in any situation.
- **Celebrant:** Your cause brings you joy.
- **Emotion Hunter:** Running is what it matters.
- **Child:** You look for someone to guide you.
- **Competitor:** You must be the best.
- **Conformist:** You obey and watch.
- **Director:** You oversee what needs to be done.
- **Enigma:** You know why you do things. People don't.
- **Smart:** There are others for your benefit.
- **Eccentric:** Who cares about normality?
- **Fanatic:** The cause is all that matters.
- **Gallant:** You must be the center of attention and make sure this happens.
- **Guru:** Your spirituality inspires others.
- **Philosopher:** You seek the meaning of life. Everything must make sense.
- **Idealistic:** You believe in something bigger.
- **Judge:** You consider the evidence to find the truth.
- **Trickster:** Laughing overshadows the pain.
- **Martyr:** You suffer for the greater good.
- **Masochist:** Pain reminds you that you still exist.
- **Monster:** You are cursed, so act like that!
- **Eye of the Storm:** Chaos and destruction if you

still maintain peace.

- Pedagogue: You save others through knowledge.
- Penitent: Non-life is a curse, and you know it.
- Perfectionist: You seek perfection.
- Grumpy: Everything has its flaws.
- Rebel: You don't follow anyone's rules.
- Sadistic: You like to cause pain.
- Solitary: You make your own way.
- Soldier: You follow orders, but in your own way.
- Survivor: Nothing can stop you.
- Traditionalist: As always, that's why must be.
- Visionary: Something exists beyond all of that.

## Background

- Allies: Associated mortals, family members or friends.
- Contacts: Individuals or organizations from whom you ask for favors or withdraw information.
- Domain: Districts where Cainites can roam or eat.
- Fame: As it is known in the mortal or kainite world.
- Generation: How far away it is.
- Alternative Identity: Who you are trying to impersonate and your alternative history.
- Influence: The political power of the character in mortal society.
- Mentor: A Cainite or group of Cainites who mentor the character.
- Resources: Possessions, wealth and land.
- Scouts: Group of humans who work for you.
- Centurions: Group of centurions who follow your orders.

- Herd: The number of humans that serve as food for you.
- Retainers: Ghouls that act on your behalf.
- Status: The character's position in relation to other vampires.

## Bonus Points Chart

Characteristic	Cust (per point)
Attribute	5
Hability	2
Discipline	7
Blood Sorcery	4
Blood Sorcery Ritual	Ritual Level
Background	1
Virtue	2
Philosophy	2
Willpower	1





## Attributes

The attributes reflect the raw abilities that each character has. All V20 Era Classic characters share the same nine Attributes, in the same three categories (Physical, Mental and Social). They generally rate from one to five points. Low-generation characters can have attributes in six or more. Some characters, like Nosferatu with Appearance, may have an Attribute at zero points, reflecting an absolute and paralyzing limitation with that Attribute.

### Physical Attributes

Physical attributes define the condition of a character's body. They indicate how strong, agile and resilient a character is. Physical attributes should be taken as the main category for an action-oriented character. Vampires can use ingested blood to supernaturally increase their Physical (and only Physical Attributes, see Chapter 6).

#### Strength

Strength is the pure and raw power of a character. It indicates how much weight a character is able to lift, how much he can push, and how hard he can hit another character or object. The Strength Trait is added to a character's damage stop when it hits a character in body-to-body combat. It is also used when the character wants to break, lift or carry something, or when he wants to jump long distances.

- Weak. A little weight is enough to make you tired. You are able to lift about 20kg (40lb).
- Mediocre. You are just like anyone. Nothing much, nothing less. You could lift about 50kg (100lb).
- Good. You are above average and people can call you to do big jobs. You could lift just over 100kg (200lb).
- Exceptional. Your strength is really powerful. You probably gained benefits from it and are above most men. You could lift up to 200kg (450lb).
- Extraordinary. You are one of the strongest men in the empire. No ordinary human faces you. You could lift 325kg (700lb) and crush skulls like grapes.
- Outstanding. Some of the myths about demigods use you as an example. The most powerful humans in the empire can lose disputes against you. You could lift 400kg (900lb).

••••••••

Epic. Hercules could accept you as a disciple when you witness you throw a workhorse. You can lift about 550kg (1200lb).

**Specialties:** Strong Hands, Powerful Arms, Strength Reserves, Iron Fists

### Dexterity

The Dexterity Attribute measures a character's overall physical ability. It encompasses the character's speed, agility and general quickness, as well as his agility in manipulating objects with control and precision. Also included under the title Dexterity are visual coordination and motor reflexes and graceful movements.

- Weak. Standing under one foot is still a challenge for you. Blades in your hands can make you hurt.
- Mediocre. If you were among the military, you could try to practice sword training. But there was still a lot to improve.
- Good. You could try to balance yourself, throw blades, practice targeting with some ease. His agile conditioning is up to date.
- Exceptional. People see it as a highlight. Some believe that he would have a future as a dancer. Their joints are flexible and going through small places would be an easy task.
- Extraordinary. His movements are fluid and hypnotic. Almost supernatural.
- Outstanding. Felines would envy you in a race and would even lose any dispute against you.
- Epic. Your agility is such that you could dodge an arrow or two without any difficulty.

**Specialties:** Flexibility, Speed, Feline Movements, Rapid Reflexes.

### Stamina

The Stamina feature reflects the character's health, toughness, and healing power. It indicates how long a character can strive and how much physical punishment he is able to endure before suffering physical trauma. Vigor also includes a bit of psychological strength, indicating a character's determination and tenacity not to give up.

- Weak. If you dropped an apple on your feet, it would be enough to hurt you.

•• Mediocre. Walking a few blocks would be enough to tire you. One or two punches could make you dizzy.

••• Good. You would rarely get sick if you were human and in good physical condition.

•••• Exceptional. You could run for hours and only start to sweat after an hour and a half of running.

••••• Extraordinary. Some would say that you are blessed by the Gods. Pests come and go and you don't even feel they affect you.

•••••• Outstanding. You could go days without eating before you start any weakness.

••••••• Epic. If an arrow, by some miracle pierced your chest, you would probably be tickled.

**Specialties:** Tireless, Determined, Resistant, Vigorous.

## Social Attributes

Despite their predisposition to loneliness, vampires use human society as an instrument to carry out their plans. Social Attributes describe a character's appearance, charm and ability to interact with society. These Characteristics are fundamental in determining the character's first impression, personal dynamics and relationship with other individuals.

## Charisma

Charisma is a character's ability to attract and please others through his personality. Charisma is used when a character tries to win another's sympathy or encourage him to trust him. Charisma does not indicate that the character is necessarily eloquent or skilled in intimidation. But it is the simple power of a character's charm and influence. Charisma describes a character's ability to convince others to agree with his point of view.

This one attribute does not necessarily indicate how charismatic the character is, whether he is an eloquent seducer or a smiling bully. (These must come through and through interpretation and specialties).

• Weak. You are unpleasant.  
•• Mediocre. People accept to be around you. Sometimes you can attract bad eyes.

••• Good. People are grateful to have you at your establishment and you could please parties.

••••• Exceptional. You could owe someone a large sum and "pay later".

••••• Extraordinary. Even if you were a plebeian, you would be a danger to the empire's leadership.

•••••• Outstanding. If you betrayed the empire, Caesar would reconsider your crime.

••••••• Epic. People would kill themselves for you even if you didn't even know them.

**Specialties:** Tame, Distinctive, Urban, Funny, Eloquent, Gracious.

## Manipulation

Manipulation measures a character's ability to express himself in order to get others to share his perspectives or follow his whims. In short, it is getting others to do what you want. Manipulation is used in the game when a character tries to subtly influence or direct the behavior of others. Manipulation is used to deceive, bluff, speak and dispatch other characters. Whether or not the character in question likes to be manipulated is irrelevant (this is the difference between Manipulation and Charisma); a skilled motivator can even take advantage of the talents of those who hate him.

Manipulation is a dangerous business, especially among Members (although this is their primary currency). Failure to attempt Manipulation often provokes the hatred of those who were to be deceived. Critical flaws in Manipulation rolls can add names to a character's enemy list.

People are manipulated every day and usually ignore it ("What do you think of going to the market for me?"). If someone calls attention to the fact, however, most people become quite defensive. Manipulation can be the most powerful tool in a character's repertoire, but a failure can be disastrous. Characters with high levels of Manipulation naturally lose confidence in those around them.

• Weak. You have difficulties to express yourself.

•• Mediocre. Sometimes you know how to lie or fool someone. Like any normal person.

••• Good. You could get good discounts within city markets.

•••• Exceptional. Within the Sen-



ate, your words would be dangerous and you would probably set your course.

••••• Extraordinary. If you were Caesar's adviser, you would probably be the leader of Rome. But behind the curtains.

••••• • Outstanding. You could trick demons and make them your slaves.

••••• •• Epic. You could make Loki think you are his friend.

**Specialties:** Convincing, Cheating, Seductive, Good Argumenter.

## Appearance

Appearance, while linked to physical characteristics, affects how people will relate to you. From the dirt on your shoes to the stink of your clothes or your messy hair can all contribute to a bad impression of your character. While someone well-dressed, clean and jeweled or related can make a good impression, everything contributes to the character's appearance. Both humans and Cainites are visual, so they cannot help but judge and react to what appears before them.

The Cainite who always wants to make a good impression should prioritize Appearance, as the initial assessment of appearance, posture and behavior will almost always happen first at a social gathering.

• Weak. You are ugly, stinky or poorly dressed.

•• Mediocre. In a crowd, you would be just like another human being there.

••• Good. People like to see how they look and are graced by their beauty.

•••• Exceptional. You could be an example to the ancient Greek sculptors.

••••• Extraordinary. People are amazed, you draw attention wherever you go and you are envied or flattered by people inside the room you are in.

••••• • Outstanding. Its beauty is so great that people are ready to please you just by glimpsing it.

••••• •• Epic. People would be amazed and for a few moments they could lose themselves in their thoughts admiring its beauty. You could be mistaken for an angelic being.

**Specialties:** Unconventional appearance, Greek model, well dressed, unforgettable face, memorable pose



## Mental Attributes

Mental Attributes define a character's brain capabilities, including aspects such as memory, intelligence, awareness of their surroundings and the ability to think, learn and react.

### Perception

Perception measures the character's ability to observe his surroundings. This may involve conscious effort, such as searching in an area, but it is more often intuitive, as the character's keen senses notice that something is out of the ordinary. Perception is a sensitivity to the character's surroundings and is rarely present in the cynical and exhausted (who have seen it all before).

Perception is used to determine whether or not the character understands a given situation or whether he detects a stimulus in the environment. It can warn a character of the presence of an ambush, help him identify a metaphor, distinguish a camouflaged footprint, or discover any other hidden or ignored detail, whether physical or not.

- Weak. Something could literally pass right by you, without you even noticing.
- • Mediocre. You usually pay attention. However, he still fails to notice many things within a room.
- • • Good. You could touch and see a fabric, knowing how to define its quality by touch.
- • • • Exceptional. You pay attention to details such as texture, smell, dimensions, material, quality and even colors, rarely letting go unnoticed.
- • • • • Extraordinary. If a poison was in the food, your taste buds would notice it before you swallow.
- • • • • • Outstanding. You would notice the location of someone you were looking for even if they were camouflaged within a crowd.
- • • • • • • Epic. With some effort, you would be able to perceive an arrow being fired at its target.

**Specialties:** Attentive, Introspective, Careful, Penetrating, Insightful, Experienced.

### Intelligence

The Intelligence Attribute refers to the understanding

of character about the facts and knowledge. More important than that, however, it governs a character's ability to argue, solve problems and assess situations. The term Intelligence is almost a mistake, as the Attribute also encompasses critical thinking and flexibility of thinking.

Intelligence does not include understanding, wisdom or common sense, as these make up the character's personality traits and not his Characteristics. Even the smartest characters can be foolish enough to open their mouths at the wrong time or too foolish not to realize that their opponent has served him poisoned wine.

Characters with a low level of Intelligence are not necessarily stupid (however, they can be), but they just have not been educated or are people with simple minds. Likewise, characters with high intelligence are not all like Aristotle: they may be better at memorizing routes or have a particularly sharp judgment.

- Weak. The simple life is enough for you.
- • Mediocre. When someone asks you a question, your answer could be anyone's.
- • • Good. People come to you for advice.
- • • • Exceptional. You can unlock the secret to almost any problem that comes to you.
- • • • • Extraordinary. His ideas are beyond his time. Perhaps you founded a Socratic school.
- • • • • • Outstanding. Even if Aristotle was his student, he could never understand such wisdom.
- • • • • • • Epic. With some effort, you could solve philosophical problems that still have no answer.

**Specialties:** Literature, Creative, Analytical, Problem Solving, Authority in Specific Areas

### Wits

The Wits Trait measures a character's ability to think quickly and react quickly to certain situations. It also reflects the character's overall cunning. Characters with low levels of reasoning are slow and mentally lethargic, or perhaps gullible and innocent. In contrast, characters with high levels of reasoning almost always have a plan and adapt to new environments



with remarkable speed. Characters with high levels of Wits can also remain calm in situations of tension.

- Weak. In a battle, a sword would probably hit you before you even act.
- Mediocre. Usually you could notice that someone is cheating in a card game.
- Good. You usually have the last word and the last laugh.
- Exceptional. You have answers for almost everything.
- Extraordinary. Even when pressed, you could make a better choice.
- Outstanding. You could predict the course of a battle before it even started.
- Epic. Your mind is as fast as a scorpion shot.

**Specialties:** Winning the Front, Vigorous Speaker, Changing Strategy, Ambushes.

## Abilities

As mentioned earlier, Abilities are the Characteristics used to describe what you know and what you have learned to do. While Attributes represent your raw potential, Abilities represent the way you have found to use that potential. You may not need anything more than the force to break down a door - but if you're trying to use brute force to force a part of the engine without breaking anything, you might want to know something about mechanics. When rolling the dice, you will probably have to add a Skill with the appropriate Attribute in order to properly describe the potential combination and know what it takes to make things work.

There are 30 Abilities: 10 Talents, 10 Skills and 10 Knowledge. Each Skill usually covers a wide range of skills. For certain Abilities (Expression, Trades, Performance, Academics, Philosophy) it is better to choose a specialization, even if the character's level in this Ability is not 4 or more. Therefore, a character with the Craftsmanship skill is usually well versed in crafts as a whole, but may be particularly adept at car mechanics.

When characters don't have any Talents, they can still take the test. If there is a lack of a Skill, there will be an increase of +1 in relation to the difficulty while if there is a lack of Knowledge, the character will make the test with +2 of difficulty.

## Talents

Talents describe what you know intuitively, what you can do without coaches or instructions. The only way to develop a Talent is through direct experience, with the exception of some cases (for example, getting a Fight point by reading a scroll), these things cannot be learned from books. If you attempt an action based on a Talent that your character doesn't have, there are no penalties in your Attribute's basic dice pool; these Abilities are so intuitive that virtually anyone has some degree of ability in each one.

## Alertness

This is your basic ability to notice the things that happen around you, even when you are not really looking for them. Readiness describes the attention you pay in the outside world, whether you are busy or not. People with low levels of readiness can seem overwhelmed. This Talent is usually added to Perception and is most effective when used to perceive physical stimuli (instead of temperaments and clues).

- Weak. If a heavy rain started, you would notice.
- Mediocre. Your senses are common, so that you can perceive sounds normally, strong or related odors.
- Good. You tend to be attentive.
- Exceptional. Whether out of paranoia or common sense, you are rarely caught off guard.
- Extraordinary. You notice everything around you.
- Outstanding. Before anyone even knocked on the door, you noticed the presence of others.
- Epic. Even asleep, you have a complete sense of what happens around you.

**Owned by:** Thieves, hunters, messengers, diplomats, generals.

**Specialties:** Ambushes, Details, Crowds, Forests, Noises, Paranoias, Traps

## Athletics

This Talent represents your basic athletic skills, as well as any other training you have had in sports or other rigorous activity. Sports concerns all forms of running, jumping, throwing, swimming, sporting activities and the like; however, it does not cover motor

coordination actions like lifting weights, nor does it include athletic feats covered by other Abilities (such as Melee Weapons).

- Weak. His physical abilities could be confused with those of a servant.
- • Mediocre. Among the military, you would be an aspirant. Maybe he had a future.
- • • Good. Gladiators would have trouble competing against you.
- • • • Exceptional. You are among the best in the area.
- • • • • Extraordinary. You could win the Olympics.
- • • • • • Outstanding. You could swim across the English channel without much difficulty.
- • • • • • • Epic. You could beat one of the Olympian Gods in any field.

**Owned by:** Entertainers, spearmen, squires, warriors, youth

**Specialties:** Climbing, Running, Swimming, Throwing Objects, Dodging

## Awareness

Awareness is an instinctive reaction to the presence of the supernatural. It differs from Readiness (which measures sensitivity to worldly events) and Occultism (which encompasses current knowledge about the supernatural). Usually, only supernatural creatures have access to this special talent, but some unique mortals have a feeling that there is something strange in the world

Acute characters sometimes have guesses, chills, or sudden flashes of inspiration when they are close to supernatural creatures, objects or events. This perception is purely subconscious, and knowing that something is wrong does not mean that the character knows what it is. For more specific information, Members will have to use a hidden or private power. Acuity only makes the vampire more receptive to the presence of the unusual.

A vampire may deliberately use Acuity if he suspects that there is something supernatural, but more often the narrator may request an Acuity check to determine if the vampire perceives a strange event that is not immediately visible.

- Weak. Once in a while you

notice that something is not right, like a sensation.

- • Mediocre. You sometimes feel strange vibrations from a particular direction or area.
- • • Good. You can enter a room and know that something unusual is going on inside.
- • • • Exceptional. Your intuition tells you who is from another world.
- • • • • Extraordinary. You know instinctively whether something or someone is mundane or supernatural.
- • • • • • Outstanding. With a little observation, a supernatural creature is easily detected by its senses.
- • • • • • • Epic. They say you are between the living and the dead.

**Owned by:** Mystics, priests

**Specialties:** Supernatural manifestations, magic, ghosts, vampires.

## Brawl

The Brawl Talent represents the character's ability to fight tooth and nail. This Talent represents your skill in hand-to-hand combat, whether due to martial arts training or a lot of experience - both can make you a dangerous opponent. Efficient fighters are coordinated, resistant to pain, fast, strong and tough; the determination to do whatever it takes to hurt your opponent and win multiple fights.

- Weak. Be careful not to hit yourself.
- • Mediocre. You know where you hit people and where it hurts.
- • • Good. You have confidence with your skills. You probably have some better techniques than most.
- • • • Exceptional. Most people who encounter him would not be able to beat him. And you know this.
- • • • • Extraordinary. If Caesar saw you fighting, you would probably be recruited into his personal guard.
- • • • • • Outstanding. You could fight a Werewolf hand-to-hand and still have a great chance of winning it.
- • • • • • • Epic. In a dispute, perhaps the God of War would have to sweat a little to win it.

**Owned by:** Brawlers, bullies, soldiers



**Specialties:** Arm-Locks, Boxing, Drunk Fighting, Staging, Throwing, Greco-Roman

## Empathy

You understand the emotions of others and can identify yourself, pretend to identify yourself or play with them emotions as you see fit. You are very easy to discern motives and may be able to tell when a person is lying. However, you can be so connected to other people's feelings that your own emotions can be affected.

- Weak. You could understand how people are feeling by gestures and facial expressions.
- Mediocre. Sometimes you understand more than people's words.
- Good. Even though it is difficult, when emotions are hidden, you can find them.
- Exceptional. People often say that you invade their minds.
- Extraordinary. Human emotions are not beyond his reach. Lies are unlikely to cause you confusion and you are adept at understanding these details.
- Outstanding. You could capture a person's emotional states with a few minutes of conversation.
- Epic. If you did not understand, then the person has not yet felt. You can often even predict feelings and reactions.

**Owned by:** Priests, diplomats, philosophers, psychics, skilled merchants.

**Specialties:** Emotions, Personalities, Motivations, Gaining Trust

## Expression

Sometimes it is easier to convince people than to force them to submit. Expression is an art that has been valued over time and many empire decisions have been created or undertaken because a good case has been declared clearly and skillfully. Facts are not necessary in every debate, but the ability to handle words skillfully and to mark or the viewers' hearts are also part of this.

Note that being able to present a case using the quotes and allegories of others does not mean that you can necessarily read them yourself. Reading and writing are for instructors. Bring them back to life to thrill those who will listen? This is the work of Expression.

- Weak. You must be careful not to choke or embarrass yourself when you speak.
- Mediocre. You have good oratory, people give you space to speak.
- Good. Your ability to speak benefits you in many ways. People like to hear it and would even pay you for it.
- Exceptional. His oratory style convinces people in many ways and many try to imitate him.
- Extraordinary. You present almost irrefutable arguments. In some rounds of debate, you win.
- Outstanding. Your words are powerful enough to cause doubt even in those who debate against you.
- Epic. You could convince the judges of the court that Caesar killed himself, even if the knife was found in your hands.

**Owned by:** Instructors, philosophers, lawyers, architects, judges, politicians

**Specialty:** Conversation, acting, speaking, praying, storytelling, philosophizing

## Intimidation

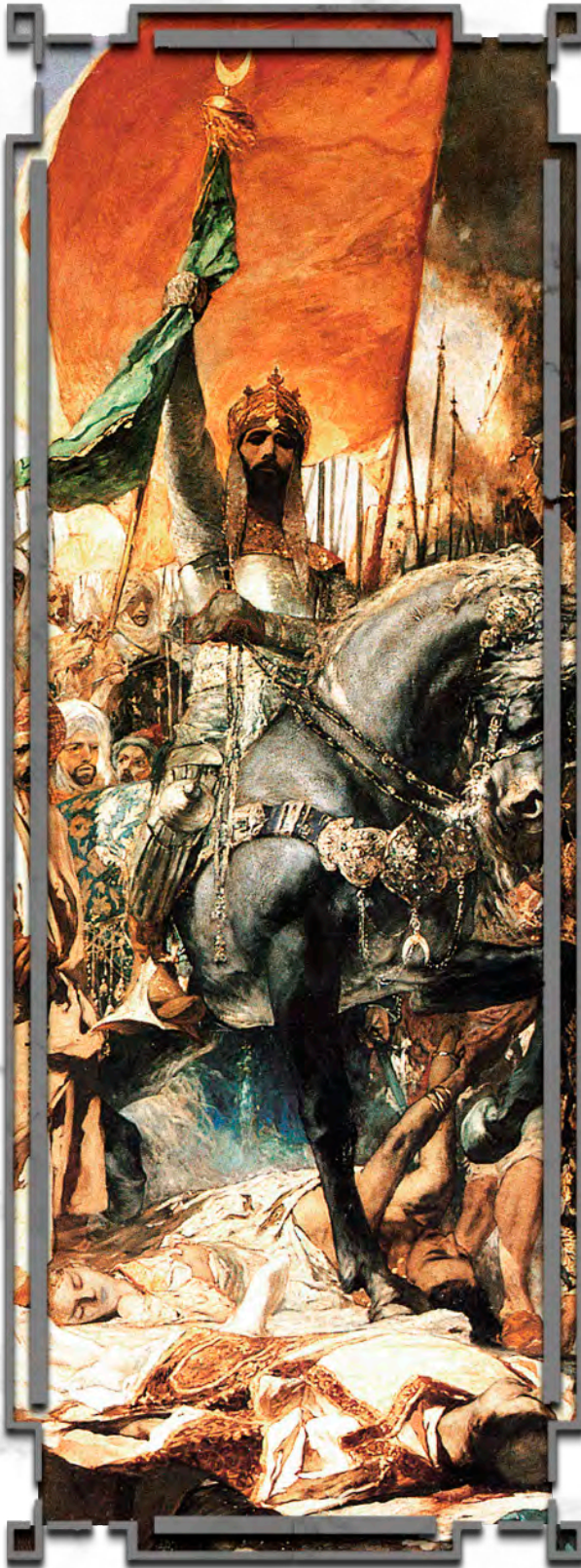
Intimidation takes many forms, from direct threats and physical violence to the sheer strength of the personality. You know the right method for every occasion and can be quite ... convincing.

- Weak. Perhaps a child was afraid of you.
- Mediocre. Once in a while you can command respect.
- Good. You demonstrate authority. The most cowardly could urinate.
- Exceptional. Fear precedes you. His friends laugh nervously when they see him talking.
- Extraordinary. You could bully an angry bear.
- Outstanding. Demons in person would tremble before your face.
- Epic. Hades would be proud.

**Owned by:** Commanders, politicians, bullies, bandits, thugs

**Specialties:** Blackmail, physical threats, looks, political threat.





## Leadership

You are an example to others and can inspire them to do what you want. Leadership has less to do with manipulating people's desires and more to do with presenting them to them as the type of people they want to follow. This Talent is usually more linked to the Charisma than the Manipulation.

- Weak. Perhaps a child could see him as a leader.
- • Mediocre. It is not difficult to find people and convince them to follow you.
- • • Good. You could command troops of soldiers or win titles with this.
- • • • Exceptional. You are an inspiration. People see him as a natural leader.
- • • • • Extraordinary. If armies, factions or nations needed a leader, you would be ready to command them.
- • • • • • Outstanding. If they heard you, you would probably take over from Caesar in a few hours.
- • • • • • • Epic. Nobody refuses your leadership, everyone sees you as a hero of the empire and you can compete with the inspiration of gods.

**Owned by:** Commanders, esclesiastas, authorities, politicians, patricians.

**Specialty:** Oratory, command, presence, imposition, respect, piety.

## Streetwise

This Talent covers a wide range of criminal activities, including knowledge of physical aspects of skills, as well as the ability to find and deal with criminal groups. There is no organized underworld in the Roman Empire, although there is a lot of corruption and criminality. There are groups of criminals, corrupt military, politicians and patricians involved in corruption schemes. There is still no super organization or faction to control behind the empire, although it may arise. Cities are usually organized and developed enough to snatch these criminals, and even small ones have small groups of thieves out there.

Streetwise is useful for commanding dispersed groups of criminals to commit minor or related crimes. First of all, this Talent allows you to mix within crime scenes, learn gossip, street slang and even manage to steal using small criminal acts like stealing some coins from the cashier. It is as if you know the process, although execution requires another skill. People trained in crime could perform acts



involving Dexterity + Stealth for how to put drugs in drinks or cut bags, the act of falsifying documents could involve Dexterity + Morning, since it is a manual action.

- Weak. You could know how to speak the local slang.
- • Mediocre. You could recognize a criminal just by looking.
- • • Good. You could live off robberies.
- • • • Exceptional. You would be a great spy, thief or forger of documents.
- • • • • Extraordinary. You could steal Caesar's belongings without him noticing.
- • • • • • Outstanding. Perhaps if you were ambitious enough, you could steal the emperor's canine teeth.
- • • • • • • Epic. It is possible that you know the best kept secrets of Rome without even political leaders being aware of it.

**Owned by:** Thieves, spies, informants, counterfeiters, tramps, beggars.

**Specialty:** Slang, rumors, forgery

## Subterfuge

You know how to hide your own motives and show what you want. In addition, you can get to the root of other people's motives and use them against them. This Talent defines your ability to create or overcome intrigue, discover secrets and play double games. Mastery of the Subterfuge can make you the best of seducers or a brilliant spy.

- Weak. You occasionally tell harmless lies.
- • Mediocre. Their beliefs would still generate doubts and neglect.
- • • Good. You would be a good lawyer.
- • • • Exceptional. You could sell pig sweat like perfume.
- • • • • Extraordinary. You could, in time, convince your archenemy to trust you.
- • • • • • Outstanding. It is possible that you could convince Fairies to help you enter Arcadia and give you something from there.
- • • • • • • Epic. You would convince an Elder vampire that Kindred are the brainchild of him.

**Owned by:** Politicians, lawyers, vampires, swindler, bohemians, vagrants

**Specialties:** Seduction, Flawless Lies, Simulate Mortality.

## Hobby

This category includes anything that the storyteller judges to be primarily self-taught and is usually (but not always) more active than intellectual. Storytellers must first examine the list of existing Talents to determine whether a specific activity can be a hobby (for example, running and climbing would be Sports specialties).

- Weak. You have developed.
- • Mediocre. You have a good understanding the basics of your hobby.
- • • Good. Other professionals consider him to be very skilled and competent.
- • • • Exceptional. You are familiar with the subtle nuances and applications of your talent.
- • • • • Extraordinary. You could write a book about what you do. Maybe you already have.
- • • • • • Outstanding. It is possible that you know as much or more than who created or developed it. You are a complete master in the field.
- • • • • • • Epic. Methuselahs would see something special about you if you used their knowledge to impress them.

**Hobby Talent Suggestion:** Bohemia, Diplomacy, Tarot, Negotiation, Scour

## Skills

Skills are Skills learned through practice, learning or other forms of instruction. If you try to perform an action that involves a Skill in which you have no level, the difficulty is increased by one.

An inept worker is not as efficient as someone who has low Attributes but who has some understanding of how the procedures work.

## Animal Ken

You can understand the patterns of animal behavior. This Skill allows you to predict how an animal will react in a given situation, train and tame an animal, or even calm and enervate animals.

## Specialization

Some characters are especially good for specific applications of their Characteristics. For example, a painter can be particularly good with realism, a thief can excel in extortion, or a bully can be infamous like a dirty fighter. To represent this, characters with a rating of 4 or higher on Attributes or Abilities can choose specialties for these Traits.

The Specialty is a particular subcategory of an Attribute or Skill so a character with Strength 5 can choose to be especially adept at Weightlifting, while a character with 4 can be recognized by his singing. Whenever a player makes a move involving an activity in which his character specializes, he can count on any dice that appear "10" as two successes instead of just one.

As an alternative rule, you can also separate the specialty by levels, but instead of acquiring it only at the 4th level for free, the player can buy it for 3 bonus points or 6 XP points each. In this way, a character with Occult 1 could already have his Occult specialized in Witchcraft or Cainites, without necessarily waiting to reach the 4th point in the desired characteristic.

- Weak. You know how to deal with animals. It is possible that you could calm an angry horse or intimidate an angry dog. Some exotic animals, like camels, can also be taken care of by you.

- • Mediocre. You can train domestic animals. Some birds already obey your command.

- • • Good. You could pursue a profession as an animal keeper. You know about animals in your area and how to deal with them if things go wrong. You probably train animals to sell them, teaching them from tracking to obeying commands.

- • • • Exceptional. You have tamed the wildest horses. In unfamiliar territories, you could learn about the behavior of animal life in your surroundings and even approach a wild animal without fear of being attacked.

- • • • • Extraordinary. The creatures obey him with a gesture. You could make a dog loyal if it turns against its beloved master in a short time. You could even train cats if you wanted to.

- • • • • • Outstanding. People would accuse him of being a sorcerer or wizard if they saw him command animals.

- • • • • • • Epic. Perhaps you have an animal spirit guiding you or you are an animal in the form of a human. The most angry Lion could obey his command with a few gestures even if he was trained to kill at the Coliseum.

Owned by: Hunters, trackers, knights, farmers, coaches, presenters

Specialties: Calm, tame, train, dogs, horses, birds, big cats, bears

## Archery

Archery is both a domestic and a martial skill. With the same bow, a person can feed his family or defend his home. This skill encompasses not only the use of bows and crossbows, but also proficiency in maintaining, repairing and, at the highest levels, making weapons.

- Weak. You could hit a stopped target. Perhaps the shot missed.

- • Mediocre. You could shoot a moving target.

- • • Good. You are good at what you do and could make a living with target shots or betting. People admire your skills. You would even know how to build your own bow.

- • • • Exceptional. You are a professional archer and could train military personnel as archers for the empire.

- • • • • Extraordinary. Those who say you are not an archery master probably haven't met you yet.

- • • • • • Outstanding. You could cross your enemy's eye with an arrow on a new moon night.

- • • • • • • Epic. Blindfolded overnight, you would still hit the apple on a man's head at least 50m away.

Owned by: Presenters, hunters, bandits, guards  
Specializations: Accurate shooting, long distances,



quick shots, tournaments, bows, crossbows, shooting while riding

## Crafts

This Skill covers your ability to build and fix things with your hands. Crafts allows you to work in areas such as carpentry, leather work, weaving or even mechanical services such as car repair. You can also create long-lasting works of art with this Skill, depending on the success achieved. You should always choose a specialization in the Crafts Skill, even if you retain some skill in multiple fields.

• Weak. Your creations are useful. The weapons you make are useful, if not pretty, and the clothes you create will keep your body warm. You can repair items in your area of expertise.

• • Mediocre. You can make money from your crafts. The products you have created are functional and aesthetically pleasing.

• • • Good. You can make a living from your craft. People from neighboring cities seek to hire you for your skills. You can have a patron commissioning your work.

• • • • Exceptional. Students come to you to learn your methods. Their work is durable, functional and beautiful.

• • • • • Extraordinary. His creations are totally perfect, as if made by divine hands. The items you make will last for hundreds, even thousands of years.

• • • • • • Outstanding. If you were an architect, Vitruvius would still have a lot to learn from you. You create real art shows.

• • • • • • • Epic. Perhaps you are a pioneer in one of the areas in which you operate, being much more than a revolutionary, but a founder of a huge part of the techniques that will be learned in centuries to come.

**Owned by:** Artisans, blacksmiths, military, hunters, dressmakers, sculptors, architects

**Specialties:** Commission work, innovation, quick creations, evaluation

**Fields of Activity:** Architecture, Armory, Masonry, Sewing, Carpentry, Sculpting and Blacksmithing

## Commerce

More basically, Commerce is the practice of buying and selling. However, all the intricate details neces-

sary to bring products to market also influence this ability: knowing the trade routes, assessing the quality of products, negotiating their prices, monitoring who might want what and what would be willing to pay for it. Since understanding the value of horse meat does not correlate completely with, say, the value of fabrics, you must choose a field of expertise during character creation. Additional fields can be acquired with experience points or during the game. Trying to trade with something outside your field of expertise is treated as if the Ability is at 0, and the tests start with the difficulty increased by one.

Not all commerce is legal, in fact, part of it plunges into the utterly inhuman. There are trade routes for stolen goods, drugs and the slave trade, as well as spices and weapons or armor.

• Weak. You can bargain with the locals and get a small amount out of it.

• • Mediocre. You run a modest business and know who to contact if you need to purchase items that are difficult to obtain.

• • • Good. You make a steady profit from your trade. By negotiating, you get favorable results.

• • • • Exceptional. Their services are sought after by others who need imported or exported goods. You know the complexities of your products' trade routes and could run a thriving business.

• • • • • Extraordinary. All commercial routes take you. You control a vast commercial empire and your actions send waves all over the world.

• • • • • • Outstanding. Even the most distant commercial routes are approved. You have access to little-known places and know where to find almost everything.

• • • • • • • Epic. Perhaps the whole western world and part of the eastern world will pass through your hands. You could even get to know the Chinese trade without even stepping there. They say you are the richest man in the empire, if not the emperor himself.

**Owned by:** Traders, diplomats, thieves, travelers, sailors

**Specialties:** Trade routes, evaluation, negotiation, perceiving trends, negotiation

**Fields of Activity:** Stolen goods, alcohol, sales, animal trade, arts, spices, etc.

## Etiquette

You understand the basics of formal behavior, both in mortal society and in the culture of the Kindred. Your specialty is the culture with which you are most familiar. This Expertise is used in discussions, seduction, dance, table manners and all kinds of diplomacy.

The characters already begin to know the basic etiquette of their own class and culture without having levels in Etiquette.

- Weak. You can attend a function in your own culture without being ashamed and are able to recover from small gaffes.
- • Mediocre. You can easily interact with the upper layers of society in your culture.
- • • Good. When faced with unknown circumstances, you can follow the tips of the people around you and act accordingly.
- • • • Exceptional. You are wanted by people in the city. Young people and children are instructed to model their behavior according to what you teach.
- • • • • Extraordinary. There is no room that you cannot read, no custom so obscure that you do not notice. You capture even the most subtle nuances and act accordingly.
- • • • • • Outstanding. You could take five Gallic barbarians to a diplomatic meeting with the senators without offending anyone.
- • • • • • • Epic. People say that you invented the rules of etiquette in the empire and that even Caesar was trained by you.

**Owned by:** Diplomats, spies, senators, patricians, military

**Specialties:** Courtesan ways, street culture, peasants, foreign habits.

## Performance

Performance is the ability to entertain the public and keep them enthralled, whether it be a complete amphitheater, a handful of passersby or a single table of diplomats. You must choose a field of expertise during character creation. Additional fields can be purchased with experience or bonus points. You can assess the skill of another person outside your field of expertise with this skill.

- Weak. You can sing a song or

stage a play without tripping over the lines.

- • Mediocre. You are often asked to share your talents with the local community.

- • • Good. You can support yourself with your skill. People from nearby cities come to see you perform.

- • • • • Exceptional. You attract large crowds when you travel outside your home region and can live comfortably with the money you earn from your performances.

- • • • • • Extraordinary. You are one of the best in the empire. The commotion caused by your presentations allows people to actually experience what you present.

- • • • • • • Outstanding. You could make angels cry with your performances. Rumors say that you actually made them.

- • • • • • • • Epic. They say that Apollo sometimes talks to you about new ballads.

**Owned by:** Actors, minstrels, nobles, religious figures, speakers, thieves

**Specialties:** Exciting speeches, courteous songs, tavern songs, reading a crowd

**Field of Activity:** Singing, acting, wind instruments, string instruments, dance, acrobatics

## Melee

Melee Weapons is a character's dexterity skill with melee weapons (as opposed to long-range weapons, such as a bow and arrow, or unarmed fights, as in Fighting). This skill includes the ability to use sticks, swords, clubs, axes and knives.

Some melee weapons can be repaired and crafted based on the character's level of experience, although making metal weapons requires Crafts.

- Weak. You are familiar with the concept of pricking with the pointed side of the sword. You know how to keep the sword's edge.

- • Mediocre. You can win a one on one fight, against someone with similar skills. You can repair your weapons.

- • • Good. You can enlist as a soldier or sell yourself as a personal guard. You are familiar with several different weapons. You can create functional weapons.

- • • • • Exceptional. You can enter and win hand-to-hand combat in a tournament. You are



a terrible opponent on the battlefield. The weapons you make are not only sturdy, but also elegant to look at.

• • • • • Extraordinary. You are almost invincible in combat and are well trained in various types of weaponry. Your creations will be used and admired for centuries.

• • • • • Outstanding. No warrior can resist before his relentless blade. Your techniques are largely unknown.

• • • • • Epic. You invented your own techniques, the greatest masters come to you to discuss your own improvements.

**Owned by:** Soldiers, mercenaries, guards, nobles, adventurers, thieves

**Specialties:** Swords, knives, axes, clubs, staff, disarmament, horse fighting

## Ride

Ride describes the character's affinity for traveling on horseback, fighting on horseback and, in a limited capacity, caring for the animal. Experienced riders can also assess the value of other animals and treat minor illnesses that affect them. They are also able to identify poor quality crafts when it comes to improving their creation.

• Weak. On a domestic horse, you could ride without falling.

• • Mediocre. You could fight on your horse without any problems. Difficult terrains become easy to cross.

• • • Good. You have a way. Not only could he be a horse salesman, he could do stunts and practice other horse skills.

• • • • Exceptional. You could ride in battles and still keep your horse calm. You are one of the best in the region.

• • • • • Extraordinary. You and your horse are one. He responds to your smallest commands in a snap.

• • • • • Outstanding. People say you have telepathic contact with your horse.

• • • • • Epic. You could compete with one of the Horseman of the Apocalypse.

**Owned by:** Cavalry, nobles, knights, artists, messengers

**Specialties:** Jumping, hunting, speed, mounted combat

## Stealth

Stealth is the ability to go unnoticed and undetected by a space, to get in and out without anyone knowing. This includes hiding in plain sight in the crowd, following a mark, or sneaking past guards to enter a home.

If the roll is challenged, the character puts his Dexterity + Stealth against the target's Perception + Alertness. Attempts at sleight of hand fall on Stealth.

• Weak. You can move without being detected, as long as no one is looking for you.

• • Mediocre. You know the best places to hide to lose a stalker in your hometown and can mix with a crowd made up of people from your own culture and social class.

• • • Good. You run away even when people are actively looking for you. Efforts to keep intruders at bay are just an invitation to you.

• • • • Exceptional. You can adjust your target's nose if you want and disappear again before it blinks.

• • • • • Extraordinary. Elder Nosferatu. You could face a Nosferatu in terms of concealment.

• • • • • Outstanding. Elder Asssamite. Even without Glare, you would still be better than Nosferatus.

• • • • • Epic. You're a chameleon alive. Your ability to adapt to environments inspires chameleons themselves.

**Owned by:** Thieves, spies, hunters, trackers

**Specialties:** Camouflage, crowd, small groups, daylight, nature

## Survival

Survival measures how well the character can move, adapt and develop in the elements. Sometimes survival is more about living long enough to return to civilization than avoiding it: finding your way through the forest, searching for food and locating drinking water.

• Weak. You know how to walk the terrain in your local area. With the right supplies, you could spend a few nights outdoors in mild weather.

• • Mediocre. You can make a rudimentary shelter and find suitable food if you are in a

family environment.

•••• Good. You can keep a group of people fed and warm in the cold desert night. You are often asked to serve as a guide for people unfamiliar with the region.

••••• Exceptional. No terrain poses major problems. You can earn a considerable living by driving travelers safely through the region. You could live completely off the land, if you wanted to.

•••••• Extraordinary. Heavy snowstorms, stormy tides and endless steppes were bad for you, but you survived them all.

••••••• Outstanding. You have been blessed by Hermes with the gift of always finding the way. They say you are a complete survival master.

•••••••• Epic. If the end times hovered over humanity, you would still survive easily. In the woods, in the ocean or in the deserts. Whatever it is, you are always ready.

**Owned by:** Hunters, hermits, soldiers, travelers, penitents

**Specialties:** Track, ocean, forests, deserts, mountains

## Knowledge

Knowledge involves the application of the mind, not the body; consequently, Knowledge Skills tend to be more linked to Mental Characteristics. (Plays such as Charisma + Academics or even Vigor + Medicine are possible, but such situations are very rare.) The following descriptions talk about Knowledge levels in academic terms, although school is only one of the ways to improve Knowledge. In fact, Knowledge can be self-taught, and the World of Darkness is home to a number of self-taught people.

If you have no level in a given knowledge, you cannot even try to make moves that involve you, unless the Storyteller gives explicit permission (as when common sense it is involved). If you don't know Spanish, you can't try to hold a conversation in Spanish using just your reasoning. In any case, add the difficulty of +2 to the skills absent in your Knowledge, if the narrator allows the test.

## Academics

You understand Latin, can read and write, and have learned a little bit of Roman theology and even Greek art concepts. This is basic Roman education, and requires that you study with at least one instructor

or several instructors. A high level indicates that you have studied with one of the best instructors in the Roman Empire, perhaps with the best philosophers and thinkers. This education was not cheap. You, your parents or guardians obviously had considerable wealth.

When purchasing Academics, you can choose the school of thought from which you were tutored. Each school of thought will present a different philosophy and reasoning. Normally, characters with Academics can know the thoughts of each school very well, although they do not know how to put into practice as in Philosophy Knowledge, nor use that Philosophy to find a way out through the reflection of their thoughts and rationalization. In addition, the character can learn about arts, historical knowledge, writing, poetry, dynamic reading, heraldry, scholarship and other specializations that are within the knowledge of Academics. Even architecture can be included, although you will only have the theoretical knowledge and not the practical one as in the Crafts Expertise.

• Weak. You know how to speak Latin and write, it doesn't mean you're good at it. You have at least heard of some ancient philosopher.

•• Mediocre. You have great grammar and know how to use math well. You could argue competently about the field you chose to study.

••• Good. You have an academic reputation, people probably know you for being smart and a good instructional reference. You could easily win debates, at least about your field.

•••• Exceptional. You already present your own theories based on what you have studied. You are respected in the middle and consulted by many.

••••• Extraordinary. You probably have followers. Many theories about what you are developing are discussed and debated among students. You are a reference in much of the empire as an academic out of your time.

•••••• Outstanding. They say you invented your own philosophy. You know everything about a specific field and you could even beat an Aristotle using your philosophy against himself.

••••••• Epic. If you had known the philosophers of antiquity and people knew this, they would say that you would have taught them everything. Your name may have been heard even outside



the empire.

**Owned by:** Scholars, instructors, patricians, ordinary citizens, military, workers

**Specialties:** Physics, alchemy, mathematics, history, architecture, civilization, militarism and etc.

**Philosophical Schools:** Ionian School, Elea School, Sophist School, Atomist School, Socratic School, Plato School, Aristotle School, etc.

## Hearth Wisdom

What fruits can you eat? It will rain tomorrow? What is the best remedy for whooping cough? This wisdom is not found in books, but in sitting on the knees of people wiser than you and spoken in sewing circles and market stalls. They know the cures and the reasons for being afraid of the dark. You may have

knowledge of myths and legends of local cultures, being consulted when people think they are being haunted.

• Weak. You heard it by the elders' fireplace on the docks when the ships arrived. You know the local tradition better than most.

• • Mediocre. Your memory of stories and traditions is fantastic, and you collect even the most esoteric tales. You prevent words from being forgotten. Those who know him tell him more stories, filling him with wisdom.

• • • Good. You are the collector of tales. No matter where you go, you collect fragments of knowledge. People look to you for answers to your problems.

• • • • Exceptional. You are known for

## Schools of Thought

**Ionian School:** The Ionian Schools aimed to discover the functioning and origin of everything from the elements seen and rational findings seen in nature. It was during this time that the observation of the four elements came to the fore, recognizing fire, earth, air and water.

**Eleatic School:** Eleatic School believes that reality is immutable. Their philosophies are based on the thought that if something is that way, then it will be so. Based on this, if a person is bad, then he will always be and always has been.

**Sophist School:** Sophists were interested in discovering the foundation of all things, they sought the foundation of everything from logical and rational explanations.

**Atomist School:** For atomists all human beings and things are formed by the joining of indivisible particles, the atoms, which are found from collisions in space. The first physical theories about atoms emerged with the atomists.

**Socratic School:** Socrates was the first Greek philosopher to seek universal truths about ethics and human behavior. The Socratic School is also based on finding rationality in moral virtues instead of using the Gods as a justification. The understanding of human society and emotions was the focus of study among Socratics.

**Plato's School:** Plato shared much of Socrates' thinking, since he was his disciple. His theories addressed a lot about the rationalization of man's emotions, politics and the concept of a hierarchically perfect society.

**Aristotle's School:** Aristotle developed his work on the systematic observation of nature and physical phenomena. It is with him that studies on immaterial objects, and metaphysics begin to happen.

your expertise in the wisdom collected in your chosen area. Although your knowledge is not kept in books, you are wanted for training by those who wish to learn in your heart.

• • • • •

Extraordinary. Although you are famous for everything you know, there are whispers that you know too much. Its vast body of knowledge influences the younger generations; you are your almanac.

• • • • •

Outstanding. People say that you can resurrect people with your knowledge of herbs.

• • • • •

Epic. There is no legend, tale or wisdom that escapes your fingers. People make up tales about you and some even fear you. His fame says that he may be some God of Knowledge among people.

**Owned by:** Tribal elders, hermits, farmers, healers, herbalists

**Specialties:** Local (for example, Iberia), Culture (for example, Celtic), omens, wards, home remedies, poisons, charms

## Investigation

Your eye spies the smallest details, tracking them through the web of information. You have the questions and they have the answers, and woe to those who stay in the way of your search for a long time. You put all the stitches together, intertwining them to reveal the tapestry of truth. Or the Senate truth. Or Caesar's truth. Whatever truth you seek, you have the tools to discover it.

•

Weak. You unearth the little secrets in your neighborhood: who is dating, who is cheating, who is lying and stealing.

• •

Mediocre. You did a study on the art of questioning. You can sift through other people's conversations to find the core information you need. The mysteries do not last long in your company.

• • •

Good. Research can be your profession. It is a keen talent of yours and one that should make your friends and relatives tremble when you lean over to talk to them.

• • • •

Exceptional. Your findings may write a book or two. In fact, some would pay you not to publish that book. Those who want an unearthed secret, or would like it to be buried forever, seek his advice.

• • • • •

Extraordinary. You are a spy master. You have a spy network; the eyes and ears of

others tell you everything. If your tendency is religious, priests are careful. If they are politicians, the enemies of the state always check to see if you're not around.

• • • • •

Outstanding. You could make a (non) life by chasing Assamites and Nosferatus.

• • • • •

Epic. Even the oldest Cainite secrets do not escape your hands. Even from elders you are able to steal information from them.

**Owned by:** Diplomats, spies, bounty hunters, messengers

**Specialties:** Torture, confessions, tracking, hearing (eg, royal, religious, state), questioning, extortion

## Law

The Romans call it Justitia and it is on the tip of her tongue. Although there may be hundreds of years of jurisprudence to take precedence, the blindfolded justice still holds its sword. Those who have money to pay receive better justice than those who do not; the senator overcomes the patrician and the patrician overcomes the peasant. Everything is a matter of hierarchy and rules.

Senate scandals, murders of leading figures, breaches of law often show that Rome is heading for chaos. Everyone needs a good lawyer, and Nero hasn't done a great job of keeping the law in order. The end result is just what you do: Proving and showing ways to apply the law.

•

Weak. You eagerly study the laws of your city and empire. You know somewhat unknown laws, favoring the scenario for your customers.

• •

Mediocre. You can confidently defend someone in a debate or casual setting, successfully using recent cases to prove your point.

• • •

Good. You can confidently defend someone in a debate or casual setting, successfully using recent cases to prove your point.

• • • •

Exceptional. You could have a good life as a lawyer. His legal advice brings good coins. Whether you defend the rich or the poor, it takes a real expert to overcome it in a legal environment.

• • • • •

Extraordinary. Your brain is a library of laws and you can quote decisions, chapters and verses, which date back to Julius Caesar. You can compose legal arguments in writing that can influence the highest echelons of senators.



..... Outstanding. You would be able to use Roman law against Caesar, possibly dethroning him from office.

..... Epic. You would be able to create an entire constitution for the empire from end to end in a few days. This would be proven as one of the best servants, although it was not perfect.

**Owned by:** Lawyers, judges, patricians, senators

**Specialties:** Mediation, Contracts, Type (for example, Canonical, Tribal, Royal, Inheritance), Supplications, Sentences

## Medicine

After Hippocrates, Medicine became a separate study and field from Philosophy and Theurgy. The teachings that Hippocrates left for humanity demonstrate that medicine is much more than philosophy and shamanic rituals created as an attempt at healing. The philosopher established that, instead of a punishment from the gods, the causes of most diseases would be climatic factors, food and daily habits. The study of human anatomy is a recent and valuable discovery that brought much to the empire. Later, Plinio came to bring naturalism and the use of herbs as medicine for humans, helping even more the medical knowledge of the time.

With medicine, the character is not able to perform surgeries, although he is able to create medicines, understand about the human body, know symptoms of diseases, study possible cures and present medical explanations for superstitions and the unexplained. In practical terms, this Knowledge is only useful for basic “first aid”, stop bleeding, treat burns and for simple procedures like treating fractures, fevers, preventing wounds from igniting or creating remedies from herbs.

• Weak. You are can heal minor wounds: cuts, scrapes, splints on broken ends. You know the basic jargon for describing diseases.

•• Mediocre. In an emergency, it is useful to have you around. Its treatment can sometimes prevent the scythe of death from arriving long enough for a real professional to arrive.

••• Good. Your job is to heal, whether as a doctor, nanny or surgeon. It is one of your main talents and you spend a lot of time reading about it and trying new treatments.

•••• Exceptional. Your work has led

to several important medical discoveries and everyone close to you benefits from greater vitality and longevity.

••••• Extraordinary. You can take medicine to the next level in your area of expertise.

•••••• Outstanding. You know the human body with the palm of your hand, knowing about names that philosophers still dream of knowing. You are able to deduce the influences of each organ in the body and how to cure the most difficult diseases to be treated.

••••••• Epic. His medical knowledge goes beyond his time. Even if no one knows exactly what a surgery is and how it works, you are able to perform it and keep a person in good shape.

**Owned by:** Priests, shamans, healers, doctors

**Specialties:** Rapid surgery, simple healing, first aid, anatomy

## Occultism

To know the hidden is to understand the invisible and the inexplicable. The supernatural is a hole that reaches much deeper and darker than people realize. As soon as you reach the bottom, another tunnel reveals itself, digging deeper and deeper. Some may say that the occult and theology are just the two sides of a coin that reality turns. One person’s miracle is another’s ghostly encounter. Both require faith in something that is not easily seen or understood. The overlap occurs between the two, especially in the case of miracles or saints.

If a character’s Occultism score is high, the results of his Occult rolls tend to be more accurate.

• Weak. You can feel the influence of the occult in your neighborhood and have a basic understanding of the most common forms of the supernatural.

•• Mediocre. You have done a study of the occult, which may cause you to encounter powers beyond your comprehension. Their conclusions from these experiences may be imperfect.

••• Good. You have cultivated an air of mystery, which allows you to market answers of a hidden nature to those who seek them.

••••• Exceptional. The mysteries of the invisible world contain few puzzles for you. You have written some books on the subject and others consult you as a general authority for those who are

afraid to understand what they are dealing with.

• • • • • Extraordinary. You advise patricians and senators with great authority. Whether they are commoners with visions or cases of lycanthropy, you are enthusiastically called. Of course, the more important you are, the more attention you will attract from those you don't want.

• • • • • Outstanding. You would be able to accurately say the advanced concepts of the creatures found, including occultism that only Cainites or lycanthropes could have.

• • • • • Epic. Some would say that you are an entity, because your knowledge covers so much that even on other levels you could deduce and still set the rules of what or who you are dealing with.

**Owned by:** Priests, vampires, lycanthropes, wizards, sorcerers, shamans, scholars of the occult

Politics

**Specialties:** Magic research, clairvoyance, vampires, witches, fae, conjuration, summoning

## Politics

Politics is the big game, some say the best game. It may bring unimaginable power, but the wheel of fortune can turn quickly, turning the ambitious into the finest powder. History is full of names of those who have crossed the line. The empire is a time of great enthusiasm for politics. Many men were trained to enter the senate, which contained about 300 men who partly represented the wishes and families of patricians.

The Roman Senate has the greatest political intrigues that the history of Rome has witnessed. It was during this time that murders took place, corruption was carried out and political agreements were broken. Characters who use politics should be careful, after all they do not know if they will be killed the next day.

High-level politics is a mix of diplomacy and carefully exercised influence. The more you understand, the more you can bend others to achieve your goals.

• Weak. You understand the basic machinations of governance. You can incite people or soften them as you need to get what you want.

• • Mediocre. You occupy a minor

position at the local level. Influential people know your name and write it down. Your authority is good, but be careful not to go too far.

• • • Good. No matter what level you operate on, you are an astute political player, an experienced climber who is gradually accumulating more influence and power. You communicate with the commoner and the patrician with equal fluency.

• • • • • Exceptional. You are a leader and your name is honored and known. Even so, sometimes you need to watch closely to ensure that no one is ascending to overthrow you from your place of power.

• • • • • Extraordinary. You are a legend and your dominance over your lands and people is indisputable. Your skill in politics is so perfect that people rarely realize that they are being manipulated to do what you want.

• • • • • Outstanding. You would probably have the potential to instigate the murder of a new Caesar.

• • • • • Epic. It is possible that you are Caesar and no one knows this. Your power in the Senate could be so much that you would have more vote of decision than the Emperor himself. The empire would be at your feet.

**Owned by:** Counselors, patricians, governors, senators, diplomats, emperors, spies

**Specialties:** Field (eg Regional, State, National), Bribery, Legislation, Diplomacy

## Philosophy

In ancient times the mother of all sciences was known as Philosophy. Philosophy is the basic knowledge so that the character can unravel problems through reflection and thought. This knowledge can be used since the practice of basic sciences such as Herbalism, Alchemy to Enigmas, Political Philosophy and among others.

Philosophy can also be used to reflect in debates, capture knowledge, make theoretical speeches, reach conclusions based on thought and theory. Characters with Philosophy can also become teachers depending on the areas in which they work.

Note that a character who knows about Political Philosophy does not mean that he knows how Politics works in practice. One knowledge should not nullify the other. Practical policy extends to knowing



how to impose your knowledge, functioning of the senate and political strategies. Philosophy extends only in theory. This knowledge cannot be used for supernatural events, as it is the rationalization of man.

As in Crafts, the character must choose a Philosophy area to act, being able to buy more levels or evolve during the game. As in Academics, choose the school of thought that you have been taught.

- Weak. You have enough knowledge to resolve and answer the simplest questions ever addressed.
- • Mediocre. You have advanced in your field and would be able to stimulate good debates by presenting arguments with greater clarity.
- • • Good. Some already call you an Instructor and you would know how to teach your area of expertise very well. His science already shows a certain result, even if theoretical.
- • • • Exceptional. You are inspiration for students. You put into practice what you question and continually test your studies.
- • • • • Extraordinary. You seek to answer the great questions of humanity, which are still unanswered, provoking the status quo and trying to challenge the laws of the natural sciences.
- • • • • • Outstanding. Your students believe that you keep humanity's answers for yourself in your skull. You have even complemented humanity's best-known philosophies.
- • • • • • • Epic. You have your own philosophy and in a debate you could easily debunk all the philosophies you have studied.

**Owned by:** Thinkers, minstrels, politician, tutors, speakers, strategists, doctors

**Specialties:** Debates, speeches, reflections, discoveries, instruction

**Practice Areas:** Science, Herbalism, Alchemy, Enigmas, Politics, Society, Instructing and etc.

## Ritualistics

While Occultism addresses supernatural knowledge about momentary events, characteristics of creatures and among others, Ritualistic involves knowledge about the rituals performed. From religious rituals to witchcraft rituals, Ritualistics works this way.

Characters with this knowledge know the procedures

of a ritual, requirements such as the stage of the moon, type of stone being used, circles of power and others. This knowledge also allows a character to risk creating his own rituals. Normally humans can also create and perform rituals, although the effects are not as powerful as those of magicians, kainites or lycanthropes.

Some knowledge about rituals may not be found in books and this knowledge works in the same way as Crafts. The character must choose a field of action to focus on during learning. The character can create a ritual using this knowledge. The process of creating rituals and how to use them is found in Chapter 5.

- Weak. You would know how to follow the basics of a rite.
- • Mediocre. With difficulties you

## Instructing with Philosophy

As a Philosophical Instructor, you can teach any of your Skills or Knowledges to another character, but you can never raise an apprentice's level above your own.

To determine the time it takes to raise a student's Skill, you must be successful Manipulation + Philosophy (difficulty 11 minus the student's Intelligence). You can take a test for each month of teaching. The number of successes is the number of experience points the student can apply to the Skill in question.

At the Storyteller's discretion, the student may have to spend a Willpower point to continue studying. Frequent interruptions can cost a student a number of Willpower points, or it can simply prevent him from learning anything.

With the Storyteller approval, some Talents, such as Brawl or Athletics, can be shared. In such cases, it is interesting to interpret some of the training sessions, to give good lessons to the student and see if he learns anything. Talents like Empathy, Alertness and Awareness cannot be taught; They need to be learned in a practical way with the experience.

would be able to say what the resources used are for. If someone asked you, you would be able to calm a spirit.

• • • • • Good. You could lead and coordinate a rite, and you could even become a priest. People consult you, asking one question or another.

• • • • • Exceptional. You are able to create your own rituals, being an example for the youngest. Your mind is a library of rituals and you are consulted by the simplest people to help them in their lives.

• • • • • Extraordinary. The known human rituals are all at your fingertips. You create and develop the best rituals. Even supernatural creatures must fear your name, because if you decide to use your knowledge against them, they will have problems at hand.

• • • • • Outstanding. You know knowledge that goes beyond the natural orders of humans. You are able to perform rituals with catastrophic effects. Some believe that his bad mood would cause storms.

• • • • • • Epic. If elders knew what you are capable of, they would think twice before opening their mouths against you.

**Owned by:** Priests, shamanists, magicians, sorcerers, wizards

**Specialties:** Powerful rituals, forgotten rituals, priesthood rites, necromantic rituals

**Fields of Activity:** Naturalism, Blood Rituals, Necromantic Rituals, Spiritualist Rituals, Mithraistic Rituals and etc.

## Religion

Religion knowledge can cover many religious fields that the character studies. This allows the character to know the legends, rules and temples in a city related to the chosen religion. Knowledge can also be used for a character to become a temple priest and convert believers.

Not necessarily a character who knows about religion will need to be faithful to the same, as there are those who use religion only as a political or manipulative means for their own desires, convincing people to satisfy their hunger for power. In Rome, religion is also involved in politics and religious cults are present throughout the empire.

The character must choose an area of expertise,

which will be the main religion he will study and focus on, being able to buy more throughout the game or win them.

• Weak. Your character has heard of the most popular tales and knows the basic doctrines of the chosen religion.

• • Mediocre. You could teach people the lesser-known legends and show them the history of your religion.

• • • Good. You know very well what you are talking about and can know even the least known doctrines.

• • • • • Exceptional. You would be a great religious leader, you could become a great priest, and you would have great potential to convert believers to the causes of your religion.

• • • • • Extraordinary. There is no advanced knowledge of your religion that escapes your hands. Only the deepest mysteries can hide from your eyes and ears.

• • • • • • Outstanding. Those who hear you say that you have contact with the Gods of the pantheon you preach.

• • • • • • • Epic. You could mold religions to yours and create your own, knowing everything and correlating with the customs of each doctrine that exists within that area.

**Owned by:** Priests, monks, hermits, travelers, theologians

**Specialties:** Heresy, conversion, tales and legends, ecclesiasticism, oratory

**Field of Activity:** Christianity, Judaism, Roman / Greek Polytheism, Nordic Polytheism, Egyptian Polytheism, Hinduism, Mithraism and etc.

## Secondary Abilities

Secondary Skills are those that are not part of a generalized skills course and that cover almost everything a character can do. Most of them are specialized in something and can bring unique benefits from what you are able to do. Do not forget to take into account that Secondary Skills do not pass the 5th level. They are limited precisely because they are not as comprehensive as the Primary Skills. The skills listed below will only be those that may be needed for a scenario that takes place within the Classic Era. The narrator should feel free to create more Skills if he wishes.

Even though players may prefer to stick to primary



skills only for the sake of score sheet, it is interesting to encourage them to buy the secondary ones in a way that can further diversify their chronicle.

The cost of purchase and specializations remains the same for secondary skills if the narrator chooses the purchase system suggested in this book. In addition to the knowledge acquired, the difficulties for tests involving only the secondary Ability are reduced by -1. As a Storyteller, you can choose to reduce the cost of purchasing the secondary ones to Level x1 for XP or 1 per point for Bonuses.

## Alchemy (Knowledge)

You read some text or had a mentor who taught you the concepts of Alchemy, and you may also have some practical experience. This Ability is indirectly related to the Knowledge of Philosophy, in a similar way to the relationship between Astronomy and Astrology. You can interpret alchemical texts and understand the various symbols and codes used by alchemists, even when you find them outside an alchemical context.

- Weak. You know a thing or two about it. Now and then you risk playing with alchemicals.
- Mediocre. Even if it still depends on a Master, you could create your own alchemicals. It could go wrong, but who has to know everything?
- Good. You are able to make the alchemists you have learned, understand texts written by other alchemists well and teach your students a wide range of knowledge.
- Exceptional. You create your own alchemicals out of nothing, you teach new laws, debate theories and inspire students from all over the world.
- Extraordinary. If there were more alchemicals like you in the world, medicine might not be needed.

Owned by: Philosophers, scholars, priests, some doctors  
Specializations: Transmutation, Cosmology, Philosophorum Pencil.

## Blind Fighting (Skill)

Even when unable to see your opponents, you can use your Fighting or Melee Combat Skills with a

reduced penalty or no penalty. This Skill can also be very useful outside of combat. It is good to note that this Skill does not guarantee any real ability to see better in the dark. For each point the character has in this Skill, reduce the difficulty of performing actions by one while the vision is obstructed. The difficulty can never be reduced below its equivalent if the character has an unobstructed view.

- Weak. Even walking in the dark, you could know the location of what lies ahead and wouldn't bump into anything.
- Mediocre. You know how to differentiate the directions of a sound without any problem.
- Good. Warriors need to know very well how to knock him down, otherwise they can feel his fist on their chins.
- Exceptional. Your senses let you know where you are stepping and if there are people around you.
- Extraordinary. If ten barbarians managed to blind you, you would still be a mortal danger to them.

Owned by: Assassins, presenters, some military, spies  
Specialties: Dodge, duels, indoor, outdoor, fight at a disadvantage

## Spiritual Culture (Knowledge)

This Knowledge cannot be purchased during character creation, but can only be obtained through direct experience. You know the spirit world, its structure and forms. Although you do not necessarily have the ability to perform astral travel, you understand how the process works. The world of ghosts is also known to him. Unlike occultism, most of the things you believe on the subject are true. You could know how to communicate with spirits and even understand their laws and rules.

Note that knowledges like this, Mystic Culture, Lupine Culture, Faeries Culture rarely reaches the hands of Cainites. The Magi, Spirits, Werewolves and other creatures themselves guarantee the secret of this knowledge very well, as formidable enemies such as vampires could create great chaos with such understanding.

Do not think that you can find a Cainite in every block with this knowledge, he is rare and probably

the Cainite who achieved such a miracle is a genius, a liar or a very skilled elder. Nothing prevents characters from having, but keep in mind the rarity of the knowledge you are putting into the players' hands. Before a player thinks about buying, consider a good, if not a great justification for him to have this ability.

• Weak. Have you ever heard some saying about the other side.

•• Mediocre. Priests have had good conversations with you and you have probably read ancient texts about the spirit world.

••• Good. You would be able to understand to a large extent the workings of the spiritual process and how they behave, so that you do not dislike them.

•••• Exceptional. Little knowledge escapes your hands. You have read many texts, talked to many priests and are gifted with knowledge. You would even know how to act as a communicator in a shamanic ritual even if you understand nothing of rituals.

••••• Extraordinary. Even spirits must fear their knowledge. You would be beneficial enough to do the will of a spirit although you could be harmful enough to know how to destroy them in countless different ways.

Owned by: Werewolves, magicians, some vampires, paranormals, clairvoyants, wizards, shamans  
Specializations: Benign spirits, malevolent spirits, mocking spirits, astral travel, specific site, hauntings.

## Family Culture (Knowledge)

This Knowledge cannot be purchased during character creation; it can be obtained only through direct experience. Family Culture reflects a character's knowledge of the Cainite secrets: the Jyhad, the concept of Gehenna, the Antediluvians, Methuselah, the City of Enoch and the Book of Nod. At the end of some stories, the Storyteller will announce the maximum number of experience points that a character can transfer to use to acquire or improve this Knowledge, based on what each character discovered during the story.

• Weak. You would know the basics that an ordinary Neophyte could understand. There are still many secrets to be unveiled.

•• Mediocre. You could teach an Ancillae. Vampires with this level of knowledge are

less ignorant in relation to Jyhad and Gehenna's concept.

••• Good. In a debate, Elders could have equivalent knowledge with you. You know very well the functioning of the Cainite society and could be very much targeted by the knowledge you have.

•••• Exceptional. You would be able to teach a Methuselah one or two things. His knowledge is very extensive and can guarantee you good impressions. Elders would be ashamed at his words.

••••• Extraordinary. Nod does not escape your lips. You may have a copy of the original book itself. You know about the Second City, the events that took place millennia ago and even who the clan creators might be. Methuselah would have much to learn from you.

Owned by: Vampires, some valiant vampire hunters  
Specialties: Jyhad, Antediluvians, Cain, Book of Nod, Gehenna, the Second City

## Lupine Culture (Knowledge)

This Knowledge cannot be purchased during the creation of the character, it can only be obtained through direct experience. You have information pertinent to werewolves. What they eat, where they meet, their strengths and weaknesses. You can use this Knowledge to find out the best way to fight them, or to obtain a peace agreement between your tribes and you. You could even understand their culture and the history of their tribes. Whoever you learned from or how, this will help you a lot in the future.

• Weak. In addition to being able to confirm that Werewolves are fragile to silver, you could differentiate the concept of Garou from Licântropo.

•• Mediocre. The Tribes resemble the Cainite Clans, in a way. You only know a little of its history and can make correlations with the Cainites.

••• Good. You would know how to respect them if you were invited by some miracle to a rite or ceremony. You know part of their customs and would know how not to offend them.

•••• Exceptional. Would you still have questions about who doesn't like whom, their main problems, Wyrms and Wyld or Weaver? But you know a lot about Garou.

••••• Extraordinary. Litanía is a



concept that could be improved, in your opinion. You know in detail the rules about the Werewolves themselves.

Owned by: Vampires, Wizards, Hunters  
Specializations: Tribes, totems, spiritual guides, Packs, Ancestors..

### **Mistic Culture (Knowledge)**

This Knowledge cannot be purchased during the creation of the character, it can only be obtained through direct experience. You are familiar with the knowledge of magic and witchcraft. You know the ancient orders of magicians: their cabals, pacts and secret rituals. Knowledge of Magick can be difficult to find and understanding complicated, but somehow you would know how to differentiate Magic from Magick.

Perhaps you could recognize wizards by the ways and how to track them based on the knowledge you have acquired about them. Sorcerers, wizards, shamans, druids and wizards are completely different concepts and you would know the difference between them.

- Weak. You speculate and hear rumors. He never saw a wizard, but he talked to the right people.
- • Mediocre. Perhaps you could already distinguish some concepts, although everything is complicated for you.
- • • Good. Wizards are still not a strange concept. Paradox? Quintessence? They look like definitions that deserve study. You know well although some things cause you to doubt.
- • • • Exceptional. There are still gaps of knowledge inside your mind, but you would be able to know most of the mystical traditions, their rules and what wizards are able to do or not do.
- • • • • Extraordinary. You are completely enlightened. I would know how to say what Magick and Magic is, building arguments about the awakening of each mystical tradition.

Owned by: Vampires, wizards, witch hunters.  
Specialties: Rituals, Wicca, Astrology, Kabbalah, Mystical Traditions

### **Faerie Culture (Knowledge)**

You have information pertinent to the Seelie and Unseelie fairies. You know something about your

great kingdom: Arcadia. Due to the inability of the Cainites to travel to this kingdom, most of their knowledge is based on rumors and is therefore difficult to verify. Skilled Methuselah could confirm this information.

- Weak. You still believe most of the Fae rumors, although you can disprove one or the other.
- • Mediocre. You know that Arcadia can exist. This name is not foreign to him. And you know a few more things about fairies.
- • • Good. You would know a little about Arcadia and can say that this is where the fairies live. There are other rumors that you know about Glamor or Banality, but they are shallow concepts in your impression.
- • • • Exceptional. Glamor, Banality, Arcadia and other knowledge related to Fairies are very concrete information in his view. The Seelie and Unseelie courts are new to you. You could clearly state some information although you would have difficulty confirming others.
- • • • • Extraordinary. When they hear you speak, they say that you went to Arcadia in person.

Owned by: Fairies, Lupines, Occultists, Vampires, Wizards, Some Valuable Hunters  
Specialties: Enchanting music, fairy food, somniare, atlantium, antrum, caelum, barathrum, tartarus.

### **Family Lore (Knowledge)**

This knowledge reflects the information you have about a Family. Not necessarily yours. This information is generally accessible to most members of the clan, making it take until you get something valuable. This knowledge cannot be purchased during the creation of neophyte characters.

Many Kindred know little about their heritage, usually because they don't mind trying to find out. There are breeders who insist on revealing the clan's secrets and teaching them their history and heritage precisely because they care about it. If a Ventrue has a young, it will probably teach everything it can, but if a Ravnos of the youngest has a young, it hardly cares to know the clan's history. Take clan and behavior into consideration before defining a character's knowledge.

As with other skills, you must choose your area of

expertise. If you want to buy another one over time, it can be done with XP and the skill evolution in the same way or increase during the game.

- Weak. You would know what the vast majority of clan members know.
- • Mediocre. Perhaps you know the clan's disciplines, some weaknesses, a basic story about.
- • • Good. You could clearly state the stories you heard and it would be a good source of occultism for young people. Elder vampires could be aware of their knowledge of the clans.
- • • • Exceptional. Methuselah would be impressed by his knowledge. You are able to tell possible lineages and their stories with great clarity.
- • • • • Extraordinary. Some say you had conversations with the clan creators themselves. You know as much as Methuselah and could make the elders your students. You would know disciplines, effects, bloodlines, clan history and internal conflicts.

Owned by: Kindred, Cappadocians, Nosferatu, Asamite Sorcerers

Specialties: Gossip, members of the clan, legends, history, assemblies.

Practice Areas: Ventrue, Toreador, Brujah, Nosferatu, Gangrel, Salubri, Cappadocian, Setites and etc.

## Swimming (Talent)

You are able to swim. at least enough to keep floating. Note that vampires, unlike mortals, do not float naturally; if they don't know how to swim, they sink. They have to try harder, learning techniques to be able to keep swimming.

- Weak. Children would swim better than you.
- • Mediocre. You would risk swimming. Once in a while you sink, but at least keep the pace.
- • • Good. You would swim better than soldiers, being able to teach them swimming lessons.
- • • • Exceptional. You know your swimming skills very well, you are better than the vast majority of people, and you know how to keep up very well.
- • • • • Extraordinary. On the high seas, you would know how to stay long enough to get to the surface.

Owned by: Military, athletes, gladiators, sailors, fishermen

Specialties: Disputes, long distances, open sea, survival, life saving.

## Navigation (Skill)

Navigation reflects a character's ability to use their maritime knowledge to drive from boats to ships. Navigation also allows the character to know how to navigate avoiding getting lost, having a good direction on the high seas.

This ability can also be used as an extension of the Trade ability, allowing the character to learn about trade routes, types of trade, and can even know types of ships and their bonuses. The same can also be evaluated and know the value of ships within the market. Navigation also gives knowledge to know how to arrange boats, although the character needs Crafts to know how to do it in practice.

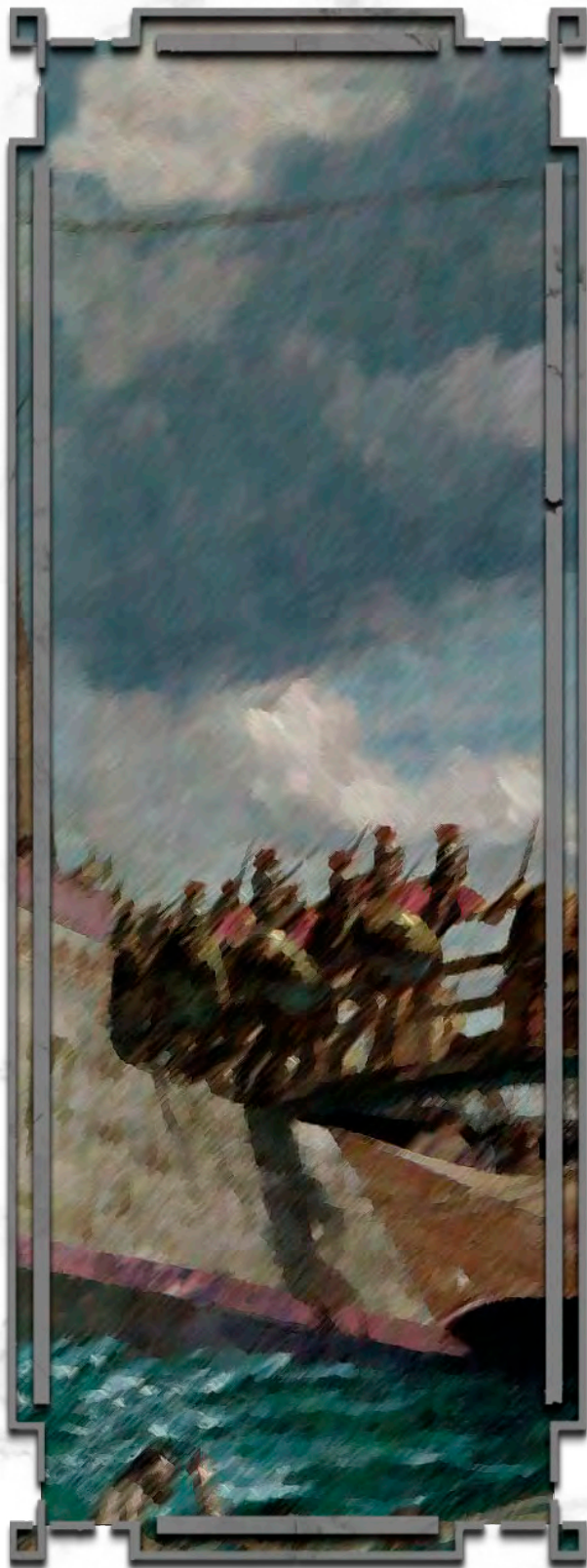
The character must choose the field of action as well as in Commerce, being able to buy another field during the game floor with XP or learning in session.

- Weak. You know about boats and could go back to the coast if you took a little distance. You can keep a small boat saved.
- • Mediocre. If you were given a ship, you could sail close to the high seas without any problems. Although they still have some challenges, you would already know good trade routes and how to avoid storms.
- • • Good. You sail the high seas with fury and do not fear storms. You can know good routes, where there are pirates and best places to sell.
- • • • Exceptional. You can survive the worst storms. The biggest waves are overcome by you. You have access to a good range of trade routes, you know exactly how to avoid pirates, and you have innate knowledge of what you are looking to trade.
- • • • • Extraordinary. The sea must fear you. You are a born explorer and even if you were lost and without a sail on the mast, you would still know the seas with the palm of your hand to know how to return.

Owned by: Traders, sailors, explorers, pirates, fishermen, military

Specializations: Trade routes, assessments, piracy,





location, offshore supplies, military ships

Fields of Activity: Stolen materials, alcohol, navigation on the high seas, ship repair, animal trade, arts, spices, ships, etc.

### **Blood Mask (Talent)**

This Talent cannot be adopted during the character's generation, being available only to vampires. The Blood Mask reflects how skillful a character is in appearing mortal: pretending to breathe, creating a heartbeat, giving the skin a pink tone (by driving blood to the surface), sneezing, masking vampiric tendencies, etc.

The Blood Mask can be combined with a Social Attribute to determine if the character succeeds in posing as a mortal among mortals. This skill is interesting for Cainites who no longer have Humanity, as they are not able to replicate human characteristics and need to be qualified in this.

- Weak. You would know how to disguise yourself in threatening situations.
- • Mediocre. You could go through hunter inspections and still go undetected.
- • • Good. You are undetectable under most normal circumstances.
- • • • Exceptional. Even under pressure you could do well by pretending to be human.
- • • • • Extraordinary. You can be more human than the humans themselves.

Owned by: Vampires.

Specializations: Breathing, simulating heartbeat, sleeping, sneezing, sobbing, generating pinkish skin tone, warming the skin.

### **Meditation (Skill)**

You are able to enter a trance state voluntarily, focusing on your mind to deal with a range of mental and physical problems. To enter this state you need a successful Meditation test (difficulty 7). After each full hour, the character takes a new test, this time with difficulty 9. The character's Dice Pool will be reduced if there is any kind of distraction during that time. Each success on the second roll restores a Willpower point, each critical failure indicates that a Willpower point has been lost. If Meditation is interrupted and concentration is lost before the end of an hour, no benefits are obtained.

- Weak. You are still too impatient and often have to work hard to go into a trance.
- Mediocre. You can keep a good pace. Although some noises get in the way from time to time and break the trance.
- Good. You know how to ignore the quietest sounds and noises. Going into a trance and thinking is not that complicated for you.
- Exceptional. Even if someone tried to talk to you, you could ignore a word or two. Your self-control is great and your trance can go on for hours.
- Extraordinary. You would be able to remain in a trance even if you were in a Chinese market. Your skill is superb and you are one of the few to enter this state of balance.

Owned by: Magicians, Holistic healers, philosophers, monks, shamans

Specializations: Transcendental meditation, concentration, rest for short periods of time

### Predict Future (Skill)

Whether by supernatural gifts or the ability to read the rules of life, you know how to predict the future. This is a fact. You are not necessarily good at this and can make mistakes, but people notice your skills and come to see you. You may or may not have the gift of correctly predicting the future, but you can make people believe it.

This Ability can be useful as a plot element or as a way for the character to earn money. The character does not necessarily need Tarot to predict or try to predict the future. It can use incense, coins, natural elements and among other factors.

- Weak. You know how to use spiritual energies to your advantage or how to convince people of this.
- Mediocre. You could be called in a tavern to attract people with your gifts. Their curiosity makes them believe what you say.
- Good. People are impressed by your abilities. Whether with incense, stones or other resources, you can say many correct things about the person's life.
- Exceptional. Your knowledge is well advanced and people believe that you really are one of the few who have these gifts in the empire.
- Extraordinary. Gypsies come to see you to

be sure of what they know.

Owned by: Gypsies, travelers, shamanists, priests, charlatans

Specialties: Improvised tarot, precious stones, coins, incense

### Blood Preparation (Skill)

You know the effects of various substances in the blood. You can use this knowledge to recognize a substance in any blood you taste and you also know the art of feeding your victims in order to achieve the best tastes and effects. You recognize alchemicals, intoxicants, herbs, spices and how they affect mortals and immortals. You can prepare a variety of flavors at blood parties and are able to combine this art with Toxicology to make mortals dangerous to Cainites.

- Weak. You're an idiot. You can prepare simple dishes.
- Mediocre. You know some recipes and can prepare some variety of meats.
- Good. You know a lot of recipes, although you still have trouble making recipes for exotic cuisine.
- Exceptional. You are an excellent chef and you know all the great recipes as well as a lot of exotic recipes.
- Extraordinary. You are a master chef and know a huge variety of recipes creating your own wonders.

Owned by: Some Tal'Mahe'Ra Cainite, Toreador, Assamite and cannibals.

Specialties: Intoxicants, spices, easily prepared meats, Cainite intoxication, recognizing and analyzing taste

### Quick Draw (Skill)

This ability allows you to prepare a weapon almost instantly. By testing Dexterity + Quick Draw and obtaining three successes, you can draw a weapon and prepare it for use as if it had been in your hand the entire time. The difficulty depends on the degree of security with which the weapon is stored. a weapon hidden in a character's underwear is more difficult to reach than in a scabbard. This ability can be used with any weapon. When appropriate, the Quick Draw count can be added to your initiative check.

- Weak. You are faster than most people, but you often get in the way and can go



wrong.

•• Mediocre. You know how to draw a gun quickly, although you need to improve a lot.

••• Good. You are rarely caught off guard, as you almost always draw your weapon in time.

•••• Exceptional. You could draw yours and your opponent's gun before he could react.

••••• Extraordinary. Was your weapon at any point in its sheath?

Owned by: Thieves, military, duelists, presenters  
Specialties: Swords, bows, daggers, hammers, shields, helmets, large swords

## Toxicology (Knowledge)

You have a working knowledge of poisons, their effects and antidotes. You can analyze a poison to determine its origin and, if you have enough time, you will be able to formulate a poison or an antidote. It takes at least one point in Philosophy or Academics to acquire this Knowledge.

• Weak. You know how to mix one or the other herb and have read something about it.

•• Mediocre. You know a little about poisons and antidotes. He could do one or the other with effort, but with little lasting effect.

••• Good. Your knowledge is comprehensive and you already know what a large part of the resources you use to combine in your Toxicology do. You would work well with this.

•••• Exceptional. You could create a potent poison to kill someone in a few hours.

••••• Extraordinary. Its poison is against those created by the blood of Assamites.

Owned by: Spies, Assassins, Thieves, Assamites  
Specialties: poisons, chemical poisons, herbaceous poisons, analysis, antidotes, instant action poisons, slow action poisons, undetectable poisons

## Thanatology (Knowledge)

You are a student of death. You are aware of spiritual phenomena, physical aging, near-death experiences and medical causes of death. You are a student of transforming a living being into an apparition. You know the arts of embalming and various rituals from several centuries, human or supernatural.

• Weak. You read a little about it and have already had contact with someone who knows more than you do.

•• Mediocre. You have philosophical and religious knowledge about the beliefs of death.

••• Good. You have dealt with philosophy and religiosity about death in depth and have limited supernatural knowledge.

•••• Exceptional. You have expansive knowledge on the subject, which is of supernatural origin, addressing death and conducting your own experiments.

••••• Extraordinary. You think you understand the mystery of death.

Possessed by: Euthanatos, Devourers of the Dead, Necromancers, Benandanti, Cappadocians  
Specialties: Experiences of near death, aging, the life force

## Nature and Demeanor

After choosing the concept and the clan, the player chooses his character's Nature and Demeanor. These behavioral characteristics are known as archetypes and describe a character's personality. Behavior is the attitude that the character presents to the world and has no effect on the rules. Nature is the real "I" of the characters and reflects a deeply rooted perspective on the world. Nature also determines how a character regains Willpower.

### Architect

The Architect has an even greater sense of purpose than he does. He is truly happy only when he creates something of lasting value for others. People will always need things, and the Architect strives to provide at least one need. Inventors, pioneers, founders of the city and others, are all from the Archetype Architect.

An Architect vampire could try to create new laws that affect his undead companion, or he could aim to establish a new domain for the Cainites. Note that an Architect does not necessarily need to be kind, he can be bad and still create something of value and lasting, but with other goals in mind.

Recover a point of Willpower whenever you establish something of lasting importance or value.

### Autocrat

The Autocrat wants to be in charge. He seeks



prominence for himself, not because he has the best interests of a heart operation, or

because he has the best ideas (although he certainly thinks so). He may truly believe that others are incompetent, but what he craves is power and control. Dictators, patricians, bullies, thieves and their ilk are usually of the Autocratic Archetype. An Autocratic Member may crave a title, or may want to be recognized as the leader of a group or sect.

Regain a point of Willpower when you gain control over a group or organization, involving other people.

### **Bon Vivant**

Bon Vivant knows that life and non-life is superficial and meaningless. As such, Bon Vivant decides to enjoy his time on Earth. Bon Vivant is not necessarily irresponsible. Instead, she is simply predisposed to have a good time along the way. The majority of

Bon Vivants have a low rating on Self-Control, as they are so overpaid. Hedonists, dionists and dilettantes are all examples of the Bon Vivant Archetype. A Bon Vivant Member can breed a brood of fawning pups, or he can spend his time gorging himself on the blood of herbal users or blood to be ecstatic.

Recover a point of Willpower whenever you really

have fun and can fully express your exultation. At the Storyteller's option, a particularly fabulous rant can yield multiple points of Willpower.

### **Bully**

The Bully is a tough and tyrant, and often takes perverse pleasure in harassing the weak. For the Bully's mind, strength does the right thing. Power is what matters, and only those with power should be respected. Naturally, physical strength is the best type, but any type will do. The Bully sees blatant threats as a perfectly reasonable means of obtaining cooperation.

The Bully is not incapable of pity or kindness, he simply prefers to do things his way. Thieves, bigots and bandits are all of the Bully Archetype. A Bully Member may abuse authority if the system allows it, or it may non-violently force other Members out of its way to get what it wants. He's almost certainly an asshole.

Recover a Willpower point every time you reach your goal through brutality or intimidation. This need not be physical, as many bullies verbally or socially scare their victims.

### **Mercenary**

You are the final mercenary, realizing that there is always a market to be developed - anything can be a



commodity. You have a deep understanding of how to handle both cows and Cainites in thinking that they need specific goods or services. Appearance and influence are everything when it comes to the big sale, but you will use anything to gain an advantage. Businessmen, soldiers of fortune, and sycophants all adhere to the Mercenary archetype.

Recover a point of Willpower whenever you make a successful “sale” of any product. The consumer product need not be physical items, as they can be pieces of information, favors, or other intangibles.

### **Samaritan**

Everyone needs a shoulder to cry on. A Samaritan brings comfort in comfort to others, and people often come to them with their problems. Vampires with Samaritan archetypes often try, in the best possible way, to protect the mortals they feed on.

Druids, doctors and priests are examples of potential Samaritans. Samaritan members are often the type that tragically. It embraces mortals and loves what they left behind in the hope of mitigating their loss, or even those who create situations of suffering, in order to facilitate and thus validate themselves.

Recover a Willpower point whenever you successfully protect your creation or someone else's.

### **Celebrant**

The Celebrant brings joy to his cause. Whether the character's passion is battle, religion, frustrating his rivals, or reading quality literature, it gives the Celebrant the strength to endure adversity. Given the opportunity, the Celebrant will indulge his passion as deeply as possible. Unlike the Fanatic, the Celebrant seeks his cause not out of obligation, but by enthusiasm.

Crusaders, hippies, political activists and art enthusiasts are from the Celebrating Archetype. The Celebrating Member can cling to deadly ideologies that are incongruous with their new Cursed conditions, or they can be the defenders of new trends and the causes that move society through the undead.

Recover a Willpower point whenever you search for your cause or convert another character to the same passion. On the other hand, you lose a temporary point of Willpower whenever your passion is denied or badly lost to you.

### **Chameleon**

Independent and self-confident, you carefully study the behavior and mannerisms of everyone who comes

into contact with what you can pass out as that someone later. You spend a lot of time altering your mannerisms and appearance until your father alone cannot recognize you. Spies, swindlers, drag queens and imposters are the ones that best represent the Chameleon.

Recover a Willpower point whenever you cheat someone who thinks you are someone else for your own (or your band or social circle) benefit.

### **Child**

The child is still immature in personality and temperament. She wants what she wants now, and often prefers someone to give it to her. Although she can usually take care of herself, she would rather have someone to attend to her capricious desires.

Some of the Child Archetype are really innocent instead of immature, ignorant of the cold ways of the real world.

Real children, spoiled people, and some drug users are from the Child Archetype. Members with the Child Archetype may not have fully come to an understanding of the world yet and have some characteristic, such as cruelty, the right, sympathy, or hunger that is out of balance with their other personality aspects, as they still are. did not reach the “rounded” status of adulthood. Note that a Child Archetype does not need to be a Child, literally physical at the time of Embracing. Some people just never grow up.

Recover a Willpower point whenever you can convince someone to help you without any gain for you or by feeding you.

### **Competitor**

The Competitor has great enthusiasm in the pursuit of victory. For a Competitor, each task is a new challenge to meet and a new contest to win. In fact, the Competitor sees all interactions as a kind of opportunity to be the best, the best leader, the most productive, the most valuable, or whatever.

Corporate attackers, professional athletes and passionate researchers are all examples of the Competitor Archetype. The Competing Member has any number of resources and achievements over which it is claimed, from deadly herds and comfort to titles and prestige in the society of the Member.

Recover a point of Willpower whenever you succeed in a test or challenge. Note that a test or challenge is more than just a test of data, it is an entirely dramatic situation. Especially difficult victories may, at the Storyteller's discretion, allow you to recover multiple

points of Willpower.

## **Conformist**

The Conformist is a follower, having his leader and found security in the decisions of others. He prefers not to take responsibility, instead of trying to play with the rest of the group and give his own unique help. The Conformist is attracted to the most dynamic personality or the individual he perceives to be the “best”.

Being a Conformist is not necessarily a bad thing. Every group needs followers to give stability to their causes. Tietes, voters of the party, and the “masses” belong to the Conformist Archetype. The Conformist Member can take many forms, from the ardent member of the Sabbat pack, to Members who follow the goals of the Clan first, the trusted defenders of a consecrated vampire or a rising star.

Recover a Willpower point whenever the group or its leader achieves a goal, due to your support.

## **Clever**

Why work for something when you can trick someone into getting it for you? The Smart always tries to find the easiest way, the quickest way to success and wealth.

Some people call him a thief, a cheater, or less pleasant terms, but he knows that everyone in the world would do it if they could. He only does this first, and better. Criminals, swindlers, salespeople, kids, and businessmen can be accomplices. Some argue that all Kindred are accomplices in some sense, but those with the Smart archetype can be abusive to their offspring and ghouls, or they can be more persuasive to obtain support for their machinations.

Recover a point of Willpower whenever you induce someone to do something for you, or when you convince someone to help you even against your own interests.

## **Freak Show**

You strive to shock and disgust those around you with gratuitous acts and ostensibly “wicked” mannerisms. You realize, of course, that everything is a show and just a way to intimidate and control others. Outsiders, on the other hand, think it is the devil’s incarnation, and you delight in this image. Shock-rockers, rebellious teenagers, circus freaks, thirsty for attention exemplify the Archetype Show of Horrors.

Recover a point of Willpower whenever someone recoils in horror at you or reacts with fear.

## **Grumpy**

Grumpy is bitter and cynical, finds fault with everything and sells little humor in life or non-life. He is often fatalistic or pessimistic, and has very little regard for others. For Grumpy, the glass is never more than half full, although it can curse almost empty when other people are involved.

Grouchy Kindred watch the elderly oppression or spoiled rookies fleeing the murderous fury behind every development of the undead society, and may or may not go beyond harshness grumbling to alter any problems they perceive.

Recover a point of Willpower whenever someone does something specific and negative, just like you said they would. You must predict and quantify this failure aloud, as per warning, “The Prince is going to screw us this time”, or “Just see, that the vampire Malkavian is going to do something really irresponsible.” You can simply whisper your sad prophecy to the Storyteller, if you like, instead of announcing it to all the characters.

## **Amateur**

Amateurs is interested in everything, but does not focus on anything. He jumps from idea to idea, passion to passion, and project to project without actually finishing anything. Others may snatch the Amador’s enthusiasm, and be left stranded when he moves on to something else without warning.

Most Amateurs have high levels of Intelligence, Charisma and Manipulation, but not much in Willpower or Stamina. Toreador are often amateurs, especially those who suffer from the scornful nickname “impostors”.

Regain Willpower whenever you find new enthusiasm and leave the old one completely.

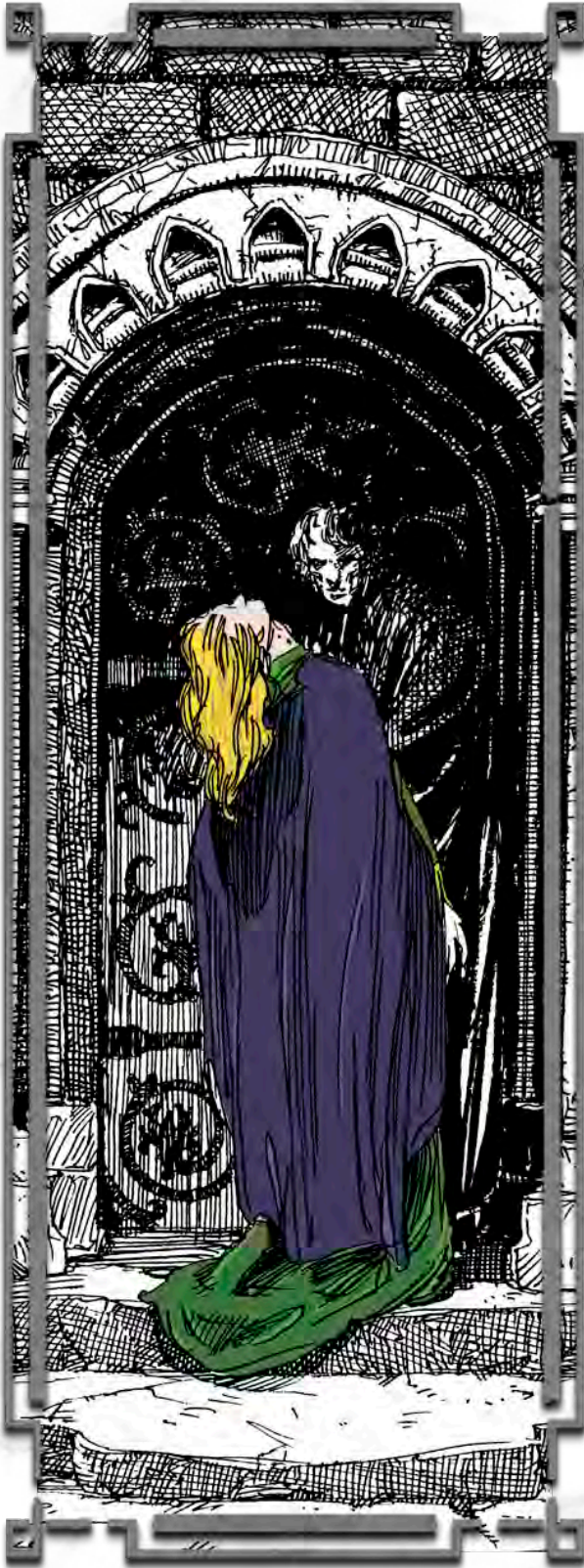
## **Eccentric**

The Eccentric is an aberration, banished from society for unique tastes or beliefs that put him outside the prevailing trend. Eccentrics are not indolent rebels or incapable “unrecognized geniuses”, but rather, they are indentured thinkers who don’t quite fit the status quo.

Those of the Eccentric Archetype often feel that the world is against them, and as such, reject traditional morality. Some have bizarre tastes, preferences and ideologies. Extremists, eccentric celebrities and freaks ahead are of the Eccentric Archetype.

Eccentric Kindred may observe heretical or outlawed habits such as diablerie or deference to elders, and they may very well be independent or mayors instead of





constantly having to defend your subversion of Traditions and customs about cults and sects.

Recover a Willpower point every time that you are able to despise social customs without retribution.

### **Director**

For the Director, nothing is worse than chaos and disorder. The Director always wants to be responsible, adopting “my way or means” as an attitude when making decisions. The director is more concerned with bringing order out of conflict, however, and does not need to be truly “in control” of a group to guide. Coaches, teachers and many political figures exemplify the Archetype Director.

Managing members can be simple defenders of established codes, or they can be an instrument to overthrow existing corrupt orders to pave the way for new leadership or faction movements.

Recover a Willpower point when you influence or assist an influential group or individual in completing a difficult task.

### **Enigma**

Your actions are bizarre, intriguing and inexplicable to everyone except yourself. Your awkwardness can be a residual effect of your embrace, or the most effective way for you to do your job. For the rest of the world, however, your erratic actions suggest that you are eccentric, if not completely crazy. Conspiracy theorists, depth-coverage agents, and Jihad fanatics all live up to the Enigma Archetype.

Recover a point of Willpower whenever someone is completely baffled or confused by one of your actions that later turns out to be a fruitful effort.

### **Eye of the Storm**

Despite his calm appearance, chaos and destruction seem to follow him. From burning cities to emotional turmoil, death and a circle of destruction you are like albatrosses. For you, non-life is an endless judgment with uncertainty around every corner. Criminals, political figures, and other influential people exemplify the Eye of the Storm Archetype.

Recover a point of Willpower whenever a turmoil, riot, or less violent but equally chaotic phenomenon occurs around you.

### **Fanatic**

The Fanatic has a purpose and that purpose consumes his existence. The Fanatic goes out of his way, and he

may even feel guilty for achieving any goal that deviates from his larger goal. For the Fanatic, the end justifies the means - the cause is more important than those who serve it. Players who choose the Fanatic Archetype must choose a cause for their character to continue. Sincere revolutionaries, believers and arsonists are all examples of the Fanatic Archetype.

Fanatical members are often champions for or against a certain aspect of Cainite society, such as equality between all vampires, followers of sects, or sealing infernalism forever.

Recover a point of Willpower whenever you perform a task that relates directly to your cause.

## **Gallant**

Gallants are extravagant souls, always looking for attention and for the chance to be the brightest star. Gallants seek the company of others, just to earn their adoration. Attention to guide the Gallants, and hunting is often as important as its end.

Nothing excites a Gallant as much as a new audience to woo. Performers, lonely children, and those with low self-esteem, often incorporate the Gallant Archetype. Gallant members may be Harpies, or they may have huge herds of loving slaves.

Recover a point of Willpower whenever you have managed to impress someone else. Ultimately, the Storyteller is the arbiter of how much you dazzle someone, even in the case of characters from other players.

## **Guru**

Your light attracts others to you. You can be a mentor to a particular Philosophy, a priest of the Church, or simply an idealist. Whatever the case, their presence motivates and moves others to engage in spiritual or ideological activities. Your colleagues see you as calm, focused, and “with him,” even when you are preaching violence as a means to an end. Sect leaders, Zen master, and Priest of gangs are examples of Gurus.

Recover a point of Willpower whenever someone seeks your help in spiritual matters and your guidance moves the individual to an enlightened action that he would not normally have taken. Also, recover a Willpower point whenever you reach an epiphany that pertains to your personal philosophy.

## **Idealist**

The Idealist believes that, truly, madly, deeply - in some higher purpose or morality. The object of his idealism may be something as pragmatic as the Pater Patriae

eventual triumph or amorphous as the supreme good, but the belief is there. Idealists are often too young for blood or too old, and many seek final expression of his idealism.

In the meantime, an Idealist tries to reconcile his beliefs with the demands of vampiric existence, often acting contrary to his self-interest in doing so.

Recover a point of Willpower whenever an action in pursuit of your ideals promotes your goals and brings your ideal closer to reality.

## **Judge**

The judge perpetually seeks to improve the system. A judge is pleased with his rational nature and ability to come to the right conclusion when the facts are presented. The judge respects justice as the most efficient model for solving problems. Judges, while seeking to “rationalize” problems, are rarely visionaries, as they prefer proven models of discernment.

Engineers, lawyers and doctors are often Archetypes of Judges. Member judges may gravitate towards enforcement roles in local society, or they may be a voice for reason in an otherwise radical circle.

Recover a point of Willpower whenever you correctly solve a problem, considering the evidence presented, or when one of your arguments brings the disagreeing parties together.

## **Solitary**

Even in the crowd, Solitaire stands out, because he so obviously doesn't belong. Others see Solitaires as outcasts, remote and isolated, but in truth, the Solitary prefers his own company over others.

For some reason, the Loner simply disdains others, and that feeling is often reciprocated. Criminals, radicals and free thinkers are all of the Solitary Archetype. Lone members often come from one of the individualistic clans like Gangrel or Ravnos, and they have a propensity to end up elders by not giving a damn about whether a Prince is his own tail or Archbishop says it is a law.

Recover a Willpower point when you do something for yourself, but it still benefits the circle in some way.

## **Martyr**

The Martyr suffers because of him, enduring trials with the belief that his discomfort will finally improve much of others. Some Martyrs simply want the attention or sympathy to generate evidence, while others are sincere in their cause, saluting their opposition with unshakable faith. Many revolutionaries and steadfast idealists, and



outcasts belong to the Martyr Archetype. Golconda as it is often associated with reform movements among Cainite society, but rarely as figures, and they do not necessarily need to be on the pro-reform side of the problem. They simply endure their trials for something better, if only for themselves.

Recover a Willpower point when you suffer a certain amount of damage or loss from a resource definable by your ideals or another immediate gain.

## **Masochist**

The Masochist exists to test his limits, to see how much pain he can tolerate before he falls. He gets satisfaction from humiliation, suffering, rejection, and even physical pain. The Masochist defines who he is by his ability to feel discomfort he raises each night just to greet a new pain.

Certain extremist athletes, urban tribalists, as well as clinical depression exemplify the Masochist Archetype. Masochist members can be overtly self-mortifying horrors that play their Beast on self-destructive whims, or they can be ambitious taskmasters, as is the case with a circle leader who refuses to accept failure and pushes his own limits into his demanding schemes.

Recover one point of Willpower when your own suffering leads to some tangible gain for you, and two points of Willpower whenever you feel pain in a truly original way.

## **Monster**

The Monster knows it is a creature of darkness and acts as one. Evil and suffering are instruments of the Monster, and she uses them wherever she goes. No villainy is below him, no hurt will bend him, and no lie remains elusive. The Monster does not do evil by itself, but as a means to understand what it has become.

Unstable individuals, those who have been greatly wronged or harmed, and those defined as sociopaths may come to have characteristics of the Monster Archetype. Monster members include many degenerate elder members and those who never quite adjust to what they became after the Embrace.

Evil acts reinforce sense and purpose Monster. Monster characters must choose a specific atrocity, regain Willpower whenever they get into that boost. For example, a tempter recovers Willpower by attracting someone to evil, while a deserter recovers Willpower by causing the other to doubt their faith. Choose a destination and stick to it. Storytellers, be careful how you reward this Archetype. For example,

A player who chooses violence as an atrocity should

not regain Willpower in every fight, but perhaps only in those involving gratuitous destruction, or even cause verifications of degeneration due to its truculence. Monster is a difficult Archetype for which to offer rewards, and the rewards must come as a consequence of the character defying his own downfall towards the Beast, not to go mad uncontrollably because he won some restorative bonuses on the dice pool.

## **Pedagogue**

The Pedagogue knows everything, and desperately wants to inform others. Whether through a sense of purpose or a genuine desire to help others, ultimately, the Pedagogue ensures that your message is heard, if necessary. Pedagogue archetype can range from well-intentioned mentors to verbose braggins who like to hear their voices. The instructors, the “veterans of their field” and educated, are all examples of the Pedagogue Archetype. Pedagogical members include tradition watchdogs, ideological anarchists, and perhaps even those who have the soul in search of Golconda with whoever is on the trip.

Recover a Willpower point whenever you see or hear from someone who has benefited from the wisdom you shared with them.

## **Penitent**

The Penitent exists to atone for serious sin, and he commits it simply because he is who he is. Penitent or have low self-esteem or traumatic past experiences, and feel compelled to “put on makeup” to inflict on the world. The Penitent Archetype does not always have religious perspectives, some really want to rid the world of the pain they bring to it. Repentant sinners, people with low self-esteem, criminals full of remorse are examples of the Penitent Archetype.

Penitent Members include those who self-harm their Beast like medieval monks, vampires who defend the rights of mortals, and those who subsist entirely on animal vitae.

Recover a point of Willpower whenever you feel that you have obtained absolution for a given complaint. This ransom must be of the same magnitude as the transgression, the greater the crime, the greater the penance. The Storyteller is the final arbiter of what constitutes a reasonable act of reparation.

## **Perfectionist**

The Perfectionist Archetype demands execution without failures. An unenthusiastic job does not satisfy the Perfectionist, and expects the same degree of commitment and attention to detail, from other people, that he

demands from himself. Although a Perfectionist can be demanding, the achievement of the final goal drives him, and often those of whom he is responsible. Prima donnas, artists and architects exemplify the Perfectionist Archetype.

Recover a Willpower point whenever you accomplish your goal without any demonstrable flaws or impediments, and recover a Willpower point whenever you motivate another character to succeed as a result of your own brilliant example.

## Rebel

The Rebel is a discontent, never satisfied with the status quo or the system as it is. He hates the very idea of authority and does everything in his power to challenge and undermine it. Perhaps the Rebel really believes in his ideals, but it is very likely that he has this authority figure of some kind in some “mistake” made in the past.

The Rebel can hate institutions categorically, or he can be consumed with opposition towards a single private authority. Adolescents, insurgents and non-conformists are all examples of the Rebel Archetype. Rebel members are certainly among Brujahs, Ravnos, and Gangrels temperaments such, but there is also room for Salubri who are irritated by the strict rules of traditions or

novices who deplore their masters.

Recover a point of Willpower whenever your actions adversely affect your chosen opposition. Rebels can oppose the government, the priesthood, a vampire prince, or any other authority holder. The player must choose who or what his character rebels when adopting this archetype.

Storytellers must take the rebellion against “all authority” with a pinch of salt, and apply the Willpower reward to such a broad concept of actions only if they are larger than the insurgency.

## Cheater

Only one thing matters to the Cheater: himself. Each for themselves, and if the others cannot protect their possessions, they are not entitled to them. A Cheater is not necessarily a thug or bully, however. He simply refuses to give in to the whims of others. Cheaters almost universally have a sense of self-sufficiency. They have their own best and best interests at all times. Prostitutes, capitalists, and criminals all embody the Cheater Archetype.

Cheating Cainites include diablerists, Autarkis and Primogenes, who pose opportunities of your Family





before the supremacy of the Kindred as a whole.

Recover a point of Willpower when your selfish disposition leads you to profit, materially or otherwise. At the Storyteller's discretion, accumulating gain without exposing your own weaknesses can make you recover two points of Willpower. Likewise, you can regain a Willpower point when your efforts benefit the group you belong to if the benefit comes at the expense of another group.

### **Sadistic**

You exist to inflict pain and suffering on others. Killing is too easy, torture is the best way to really harm a person, and you look for the slowest, most painful way to push others to their ultimate limits. The pain of others, gives you immense pleasure. Sergeants, exchanged ex-lovers, and some of the terminally insane may incarnate the Sadist Archetype at one time or another, sadism is rare enough to appear only in loud cases, rather than reliably in any type or class of people.

Recover a point of Willpower whenever you inflict pain on someone for no other reason than your own pleasure.

### **Philosopher**

The Philosopher critically examines each situation in search of results and logical patterns. Philosophers tend to be quite cold and logical, always predicting, thinking about the best, systematic approach to thinking about how to reach the best conclusion.

Recover a point of Willpower whenever a logical and systematic approach to a problem helps you solve it or the information collected logically is useful in another similar situation.

### **Sociopath**

All lower beings, both living and undead they should be exterminated in order to bring about a harmonious existence. You probably don't feel remorse when killing (depending on your Humanity or Philosophy). On the contrary, you are doing a glorious act for society. Some vampires are critical of their violent nature, but sometimes you can influence them with arguments like, "I'm helping Hades" and "Only the strongest will survive!".

Regain Willpower whenever you are the biggest contributor to a body count after everything has calmed down. This count includes the times when you are the only killer, and you do not need the result of mass combat

### **Perfectionist**

The Perfectionist Archetype demands execution without failures. An unenthusiastic job does not satisfy the Perfectionist, and expects the same degree of commitment

and attention to detail, from other people, that he demands from himself. Although a Perfectionist can be demanding, the achievement of the final goal drives him, and often those of whom he is responsible. Prima donnas, artists and architects exemplify the Perfectionist Archetype.

Recover a Willpower point whenever you accomplish your goal without any demonstrable flaws or impediments, and recover a Willpower point whenever you motivate another character to succeed as a result of your own brilliant example.

### **Visionary**

The Visionary is strong enough to look beyond the mundane and realize the truly wonderful. Visionaries test accepted limits of society, and seek what few have the courage to imagine. The Visionary rarely finds satisfaction in what society has to offer, he prefers to encourage society to offer what he could instead of what he does. Society usually responds poorly to Visionaries, although they are responsible for bringing about progress and change.

The most inspired philosophers, inventors and artists often have Visionary Nature. Visionary Members may want to plunge all mortals into vampire slavery, they may adapt technologies from another, fear more static Members or ignore, or they may have a "better way" to live with other vampires in all this absurd Prince-and-Regent.

Recover a point of Willpower whenever you are able to convince others to have faith in your dreams and follow the course of action dictated by your vision. Note that obtaining support is the key for a Visionary to regain Willpower. Success does not need to reach a Visionary, at least not at every step in changing the structures in question. Your greatest successes may indeed come after your Final Death.

## **Backgrounds**

Background describes advantages of relationship, circumstance, material goods and opportunities. They are external characteristics and you should always rationalize how you came to have them, as well as what they represent.

### **Allies**

Allies are mortals who willingly support you, without coercion. They are not always available to offer assistance; they also have their own concerns, but can provide indirect access to their own Background, such as Contacts, Influence or Resources. However, nothing is free. If you resort to your friends' favors, they may ask for a favor in return. Allies' points can be grouped into

a circle of characters.

- An ally of moderate influence and power
- • Two allies, both of moderate power
- • • Three allies, one of whom is quite influential
- • • • Four allies, one of whom is very influential
- • • • • Five allies, one of whom is extremely influential

## Alternative Identity

You maintain a complete alternative identity, including appropriate documentation. These days meant business records, church records and perhaps legal documents. Each region had its own bureaucracies.

- You are new to this identity game. Sometimes you slip and forget your other persona.
- • You are firmly based on your alternative identity. You are convincing enough to play the role of doctor, priest, nobleman, diplomat or other privileged position.
- • • You have a reasonable reputation as your alternative persona and gain name recognition in the area in which you have infiltrated.
- • • • Your alternative identity has respect and trust within your area of infiltration.
- • • • • You impose respect in your infiltration area and may even have accumulated a little influence. You have the confidence (or at least the recognition) of many powerful individuals in your area.

## Scouts

You have a group of mercenaries, defined by you and the master. You can reach up to 20 men, but note that for each level you must have a Resource level equivalent to the Scout score. These men can do whatever you say, from going to a refuge during the day and putting a stake in your enemy's chest to burning a famous treader's brothel. But of course, there are always consequences.

Do not forget that they are not ghouls, they are human and can make mistakes.

- Five men at your service
- • Seven men at your service
- • • Ten men at your service
- • • • Fifteen at your service
- • • • • Twenty men at your service

## Centurions

This background is based on Influence, Contacts and Resources. Centurions is usually acquired by vampires who are involved in the Roman Senate in some way and somehow gain control of some men in the military post. The character can command them to do whatever they want, although if they want to break the rules, they have to "wet" the hand of some superior or member of the senate.

- 20 soldiers at your disposal
- • 40 soldiers at your disposal
- • • 60 soldiers at your disposal
- • • • 80 soldiers at your disposal
- • • • • 100 soldiers at your disposal

## Contacts

Contacts are people you can manipulate or coerce into offering information. Smaller contacts are spread across the city. Roll your Contacts ranking (difficulty 7) and reach a smaller contact for each success. However, you still need to convince them to provide the information. Key contacts can provide accurate information in their areas of expertise and each must be described in detail before the game starts.

- A primary contact
- • Two main contacts
- • • Three main contacts
- • • • Four main contacts
- • • • • Five main contacts

## Domain

Domain is the physical territory that your character controls for the purpose of feeding. The local Imperator or other Cainite authority recognizes and supports his claim. You can designate one or more points to increase the security of the Domain instead of its size. Each point assigned to security increases the difficulty of intruding into the domain and decreases the difficulty of identifying



## Hierarchy of the Roman Senate

During the time of the Empire, Rome almost lost its senate among the various emperors that emerged, however the circle of senators was a restricted circle of people, because only who was Patrick would have the right to govern and assist in the affairs of the city. The government's right was only given to the Plebe as soon as the Tribune of the Plebe was created. There were some exceptions that allowed the commoner to participate. Among the positions, the hierarchy was treated as follows:

**Tribune:** The Tribune was a circle of elected official men who acted as a counterweight to the Senate. That is, when someone proposed laws that were unfavorable to the military or the commoners, the tribunes entered into an agreement and vetoed such legislation, creating a counter-proposal or just vetoing it. Even so, the tribune was not yet part of the senate.

**Quaestor:** This position was the spokesman for the senators and also the one who fulfilled administrative functions such as collecting taxes. It was the lowest position within the senate hierarchy, even being frowned upon among the commoners.

**Promagistrates:** They were Roman citizens appointed by the Senate or the Prince of the Senate as administrators of the Roman lands. First in provinces where constant military command was needed, as they were strategic, border or even recently pacified, and therefore prone to some kind of revolt; and the second in provinces with less military need.

**Prince of the Senate:** It was given to a man of patrician origin and member of the Senate, who distinguished himself and whose life and morals were incorruptible. It could be for life and was reconsidered when new censors were installed, that is, every five years. The title could be purely honorific and unofficial, being attributed to a prominent man in the midst of politics or bravery.

In addition to great dignity, the post conferred on the holder the privilege of speaking first in any motion in the senate and, since there was little debate, the prince of the senate moved all the usual senatorial consultations (senatus consulta) and influenced many debates.

**Praetor:** Praetor was the position given, usually to a general or commander, usually with military field experience, to act as an imperial administrator. As imperial administrators, their functions were limited to matters that, in the republican period, could be considered as "minimal" ("described by law"). In the Empire, there were sixteen Pretores.

**Legacy:** The legacy was a general in the Roman army who served in the senate. The legacy overlapped all military tribunes and was subject to a duke. To be able to command an army independently of the duke or governor of the province, the legacy had to have been of a Praetorian or higher category. In a province with only one legion, the legacy could also be provincial governor, but in provinces with several legions, each of these was commanded by a legacy and all were subject to the governor.

**Consul:** The consuls had broad powers in times of peace (administrative, legislative and judicial) and, in times of war, exercised the supreme command of the forces. Among the additional religious duties were certain rites which, as proof of their formal importance, could only be performed by the two highest state officials. With the coming of the Empire, this position was reduced drastically and became more representative than anything else.

**Emperor:** The Emperor has supreme power within the empire and can take any measures applicable to Rome. As Emperor was not a position considered "legal", the majority were elected as Consul and Censor, being able to rule in the Senate with the palm of the hand. It is obvious that political disputes became very common in times of extremely authoritarian emperors.





and tracking intruders by one. Each Domain level reduces the difficulty of hunting tests by one for those who can hunt and increases their initial blood reserve. See Chapter 7 for more information on hunting. The domain can be used with grouped background points.

- A single small building, such as a single family home or social establishment, enough for a basic retreat.
- • A temple or other large structure, a location with ready (but controllable) access to the outside world.
- • • A neighborhood in the city, a place or area that offers concealment areas, as well as controlled access.
- • • • A catacomb, a network of tunnels, the enclave of houses on a hill overlooking the city - a place with inherently protective features, such as access only by bridge or private watchmen.
- • • • • An entire neighborhood, an ethnic ghetto or an entire village.

## Fame

You enjoy broad recognition in mortal society as an artist, scholar, warrior or even criminal. This gives you privileges when moving in mortal society, but it can also attract unwanted attention now that you are no longer alive. It is a mixed blessing with prestige on the one hand and being recognized at inconvenient times on the other. However, enemies cannot make you disappear without causing a stir. Your Fame makes hunting easier in populated areas - reduce the difficulty of hunting moves by one for each point in Fame. Your storyteller can allow you to reduce the difficulties of certain social tests as well.

- You are known for a selected subculture, local artists, academics or the nobility.
- • Random people start to recognize your face, you are a minor celebrity, like a little criminal or a local musician.
- • • You are more renowned; perhaps you are a successful diplomat or an artist who regularly introduces himself to the nobility.



••••• A complete celebrity; his name is often recognized by the average person on the road.

••••• You are a familiar word. People baptize their children with your name.

## Generation

This Background represents your Generation: the purity of your blood and your closeness to the First Vampire. A high Generation rating can represent a powerful Sire or a decidedly dangerous taste for diablerie. If you don't take any points out of this Trait, you start playing as an Eleventh Generation vampire. Consult Chapter 6 for more information.

It is recommended that the player start his character using up to the 8th generation to enjoy the true vampire experience. 7th and 6th generation Cainites can be powerful even for neophytes and can show a side away from what is expected for a personal horror game.

- Tenth generation: 13 blood points, you can spend 1 blood point per shift
- Ninth generation: 14 blood points, you can spend 2 blood points per turn
- Eighth generation: 15 blood points, you can spend 3 blood points per turn
- Seventh Generation: 20 blood points, can spend 4 blood points per turn and have Characteristics up to 6 points
- Sixth Generation: 30 blood points, you can spend 6 blood points per turn and have Characteristics up to 7 points

## Herd

You have formed a group of mortals that you can feed on without fear. In addition to providing nutrition, your herd can be useful for smaller tasks. However, unlike Allies or Minions, they are usually not very controllable or qualified. Your herd rating adds data to your hunting moves. Players can buy Herd grouped with Background points.

- Three people
- Seven people
- 15 people
- 30 people
- 60 people

## Influence

You have attracted the mortal community through wealth, family line, prestige, politics, blackmail, or supernatural influence. Influence represents the sum of your opinion or power to influence policies in your community, especially among law enforcement and bureaucratic authorities. Influence can be used with combined background points. During the Roman Empire, characters with more than 1 Influence needed to become Patricians, although it is not so difficult to create bonds within the Senate using Cainite capabilities. There is a way to get around this situation.

- Little influential, as a member of the Tribune of the Plebe or Military Tribe.
- Moderately influential; a force in city politics, as a member of the Promagistrate or Quaestor.
- Position of influence; a factor in regional politics like a Senate Prince or Praetor.
- Ample personal power; a force in imperial politics, like an Edil or Legacy.
- Very influential, as a Consul or Censor, maintaining the organization of the empire.

## Mentor

You have a Cainite or group of Cainites who look after you, offering guidance and help from time to time. A mentor usually remains indifferent, giving useful information or advice, but rarely direct help. If he arrives to get you out of a dangerous situation, you will probably lose a point or more in this Background, or be abandoned as an unworthy protégé.

- Mentor is an ancilla of little influence, like a Flagellum.
- Mentor is respected: a highly decorated Elder or Exsecutor.
- Mentor is very influential, as a Quaestor.
- Mentor has great power over the city, like a seneschal or Immune.
- Mentor is extraordinarily powerful, maybe even a Pater Patriae.

## Resources

Resources are a symbol of your character's economic situation. At other times in history, the main currency

became money or coins, but Rome had a very diverse economy. During the empire, characters could exchange spices, coins, salt and even land. But the great value, and which really demonstrated how rich someone was, were the number of servants that person had and the size and importance of his lands. In this way, this allowed him to use the land to create markets, small villages, exchange spices, create farms or even reserve military fields and receive support from the empire in return. Players can purchase Resources for their characters with combined Background points.

• **Poor.** You can maintain a typical common-style residence with stability, even if excessive spending is rare.

• • **Moderate.** You can show off as a good-looking member of the merchant class. You

can keep a servant or hire specific help as needed. A fraction of its resources are available in spices, easily transportable properties, such as jewelry), and other valuables. Resources 2 allows you to maintain a low standard of living for six months if you stop working.

• • • **Comfortable.** You are a prominent and established member of your community, with land and a home of your own. You probably have assets and some properties scattered around the city. It is possible that you may even be able to buy a Patrician title at great cost. You have some servants who work for you. It is possible for you to maintain a quality of life for a Resources 1 wherever you are, without difficulty, for as long as you choose.

• • • • **Rich.** You rarely touch spices, salt or whatever, since most of your assets exist in tangible forms that are more valuable and stable than

## Combined Background

Circle members can choose to gather their individual points from Allies, Contacts, Domain, Herd, Influence, Resources and Minions.

### The Anchor

The players in the group choose a Background as the anchor that holds the shared assets together. Any combined Background can serve this test, but no set of Background can have more points assigned to it than the Anchor Background at any time. If the Background Anchor is harmed by events during the game or between sessions, other resources are beyond the control of the characters, and effort is needed to win them back.

Any contributing character may withdraw their contribution from the background at any time. Displacement guarantees a certain amount of damage to the Antecedent, the character gets back one point less than he placed.

Under normal circumstances, a group of players cannot change their Anchor Background, nor can they acquire a new one. While you may choose to abandon a particular Background feature in the course of a chronicle (and thus free yourself from the limitations of the Background Clusters in question), the fact that Background changes in value only as a result of events in history means that the you must acquire new Background in this way, rather than through free points or experience.

### Using combined background

The combined background is common property. Anyone who contributes to the Background, regardless of the contribution, has equal access to it. However, not everyone can use it simultaneously. A seven-point herd background can grant access to only the same finite number of humans. The award of these points depends on the circumstances and agreements between the characters.



### Trespassing Limits

By accumulating points, a group can obtain Background that exceeds the normal limit of five points. This combination is normal and reflects the benefits of cooperation. There is no maximum limit to the level that an Antecedent can reach, but it is generally better for the Storyteller to impose a limit of 10 points. The Narrator must take into account the scale of the Background, increasing the reliability instead of the quantitative value as the ratings increase between the circle. This is a matter of balancing the player's expectations with the elements of the story, so be sure to set some guidelines for what the Shared Background really represents before the chronicle begins.

coins. You probably have large chunks of land, some reserves in town, and vendors who work for you. It is likely that you are building your own villa. You are probably already among the patricians. If desired, you could maintain a lifetime of three Resources 3 for up to one year and an existence of Resources 2 indefinitely.

••••• Extremely rich. You are the model that others seek to achieve, at least in the popular mind. You have vast and widely distributed assets, perhaps linked to the fate of nations, each with enormous teams and connections with all levels of society in a region. You travel with a minimum of three Resource points comfort, but with a little effort.

### Retainers

Retainers are loyal and constant servants, assistants or companions. Many vampire servants are ghouls, ghoul animals or people you have repeatedly dominated or completely enchanted. Minions can be useful, but they are never perfect or blindly loyal - if you treat them badly without exercising strict control, they can turn on you. With the Storyteller's permission, a player can create a single more competent Minion by combining points in this Background. Players can spend Background Points accumulated on Minions.

- One retainer
- Two retainers
- Three retainers
- Four retainers
- Five retainers

### Status

You are part of the local Cainite community. You can derive this position from your lord's status and bloodline, from the reputation of your circle or from your own individual acts. High status can make you a target for those

who are against your faction. When interacting with local Cainites, you can roll your Status together with a Social Feature to reflect the positive effects of your prestige. Even if they are few, Caitiff characters cannot buy Status during character creation.

Note that Status has no direct correlation with the age of a Kindred. It is possible for a 100-year-old Cainite to acquire the Status of an Elder without anyone knowing his age, although he may end up having to prove his potential with the political machinations of other Cainites. In the same way it is possible for Methuselah to arrive in a city that does not know him and to be treated as a Neonate or Ancilla. Status refers to how much that Cainite did to deserve his position and how he is recognized for it. Another factor is that a Cainite does not necessarily need to have a position just because he has the antecedent precisely because the antecedent treats him as he is recognized among the Cainites.

- Known: a recognized Neonate / Flagellum
- Respected: an Ancilla / Executors or Recipe
- Influential: an Elder / Algoz or Protector of Elysium
- Powerful: a widely respected Elder / Primogenum or Immune
- Luminar: a Pater Patriae or other Cainite leader

### Virtues

The Traits of Virtues define a character's ethical code and commitment to the chosen morality. They come into play when a character faces an impending frenzy, does something ethically questionable for its morality, or confronts something disturbing and terrifying. A vampire's

virtues are determined by his road, the particular code of ethics he follows. Characters can have Conscience or Conviction and Instinct or Self-control. You can find more about Philosophy on Chapter 3. In character creation, a character's Philosophy level is equal to Conscience / Conviction / Reflection + Instinct / Self-Control / Wisdom.

## Conscience / Conviction

Consciousness is a characteristic that describes a character's moral judgment and stems from his attitude and perspective. Conviction represents a character's insensitivity and dedication to a generally inhuman cause. These virtues prevent a vampire from succumbing to the Beast, defining the Beast's impulses as unacceptable. Awareness / conviction influences the difficulty of many tests to avoid committing a transgression.

- Indifferent / Regretful
- Normal / Correct
- Etic / Etic
- Righteous / Indifferent
- Regretful / Insensible

## Instinct / Self-Control

Self-control defines a character's discipline and dominion over the Beast. Instinct reflects a character's proximity to his Beast and the ability to work with him for frightening purposes. Those with high self-control rarely succumb to emotional impulses and are therefore able to withstand the frenzy. Those with high instincts can control their beasts and keep them appeased until they are ready to break free in an unsuspecting world. Instinct / Self-control forms the data stop to resist the frenzy (see Chapter 6 and 7).

Note: A character can never roll more dice to resist or control the frenzy than he has in his blood supply. That is, with 3 points in reserve, a character with Autocontrol 5 would have to roll 3 dice.

- Unstable / Unstable
- Animalistic / Normal
- Bestial / Temperamental
- Savage / Obstinate
- Monstruous / Complete Self-Control

## Reflection

While Conscience works with rationalization through the judgment of morals and Conviction works with the character's dedication to a cause, Reflection works with critical, impartial thinking that seeks to gather the facts to define whether a course of action was necessary or not for that vampire's existence.

Reflective characters tend to think about the consequences and possible reactions. As soon as the actions happen, they rationalize that. Then, there may or may not be some emotion based on what has been rationalized. Fact is that characters with Reflection hardly tend to suffer from emotional effects and are often null in relation to emotional expressions. Your judgment is about what is really right or wrong.

- Indifferent
- Normal
- Thoughtful
- Resolute
- Rational

## Wisdom

Self-control, represses. Instinct sets you free. Wisdom, understand. Wisdom is not just based on repressing or letting go. Characters with Wisdom can define when is the best time to act emotionally or not. They understand the situation so well that they can rationalize their emotions and allow themselves to act at the appropriate time. The great advantage of wisdom is that it acts as Self-Control and as Instinct. Characters with Wisdom can use the Beast to their advantage in the same way that they can suppress it. This is the great advantage of obtaining it.

- Foolish
- Normal
- Comprehensive
- Experienced
- Wise

The great flaw of wise characters is that because they use the middle ground as an escape from the Beast, without much scolding or without much freedom, the tests that use Wisdom to control their emotions in any way increase the difficulty by one.

## Courage

Courage is a universal trait, regardless of the philosophy that the character follows. It represents bravery and courage in the face of circumstances that endemically fear: fire,



sunlight or true faith.

- Coward
- Normal
- Bold
- Resolut
- Heroic

## Willpower

Willpower measures a character's internal drive and ability to overcome adversity. It has a permanent classification and a temporary reserve of points. The classification is played or tested as the reserve is spent. When a player spends a Willpower point, mark the reserve spending (the squares). A character without Willpower points is exhausted mentally, physically and spiritually, and can no longer muster energy to perform an action or cause.

Measured on a scale of 1 to 10, a character's Willpower is equal to his Courage during character creation.

- Spineless
- Weak
- Insecure
- Diffident
- Certain
- Confident
- Determined
- Controlled
- Iron-Will
- Unshakable

## Blood Pool

A character's Blood Points measure how much vitae the vampire has in his system. The Blood Pool is made up of several individual blood points. When ingested, each blood point corresponds to approximately one tenth of the blood of an average adult mortal (half a liter or half a liter outside a human). The maximum number of blood points a vampire can take is determined by his generation, as well as the number of blood points he can spend in a single turn. A vampire with zero blood points in his system is hungry and probably at the height of the frenzy.

More information about the blood supply is available in "Using Blood Points" in Chapter 6 and 7.

## Vitality

Vitality measures a character's physical condition. As characters are injured, they lose health levels. Each of the seven injury levels applies a different dice penalty to any action. A Willpower point can be spent to ignore injury penalties for a turn. A character who is Disabled is immobilized and cannot take any action except to heal himself with blood points or swallow the offered blood. A mortal is one step away from death and will die if he receives more damage. If a Cainite suffers an aggravated wound while in torpor, he suffers from Final Death.

Data penalties for loss of health status apply only to actions, not to purely reflective pools such as absorption data, Virtue tests or Willpower tests. If a character is Wounded and suffers more non-aggravated damage, he can still absorb with all his Stamina (plus Fortitude, if he has). Vitality level penalties apply to damage rolls for

## Table of Vitality

Vitality Level	Penalty	Description
Bruised		The character is only hurt and suffers no dice penalty due to damage.
Hurt	-1	The character is superficially injured and does not suffer any movement impediment.
Injured	-1	The character suffers minor injuries and movement is slightly inhibited (reduce half the maximum running speed).

Vitality Level	Penalty	Description
Wounded	-2	The character suffers significant damage and cannot run (however, he is still able to walk). At this level, the character cannot move and then attack; he always loses data when moving and attacking in the same turn.
Mauled	-2	The character is very injured and can only limp (three meters / turn).
Crippled	-5	The character is catastrophically injured and can only crawl (one meter / turn).
Incapacitated		The character is unable to move and is likely unconscious. Disabled vampires without blood on their bodies go into torpor.
Torpor		The Character goes into a death-like trance. He can do nothing, not even spend blood, until a certain period of time has passed.
Final Death		The Character dies again, this time forever.

## Experience Cost

Characteristic	Cost
New Ability	3 points
Discipline	10
New Sorcery (Blood Magic, Dur-An-Ki, Necromancy)	7
Secondary Sorcery	Actual Level x4
Ritual of Blood Sorcery	Actual Level x2
Ability	Actual Level x2
Clan Discipline	Actual Level x5
Other Discipline	Actual Level x7
Virtue	Actual Level x2
Willpower	Actual Level
Philosophy	Actual Level x2



Strength-based attacks, but not for mechanical weapons such as crossbows. Use common sense and description of the narrator when judging when these penalties apply.

## Experience

In the course of a chronicle, the characters improve. A reward system, called experience points, reflects these changes. At the end of each story, the Storyteller grants experience points to each character. Between stories, players can spend their character's experience points to buy or increase Traits. Experience points can be used to improve Attributes, acquire or enhance Skills, increase or buy Disciplines or increase Virtues. Players generally cannot use experience points to buy Background, although they acquire Background through interpretation if, for example, the character makes a new friend, gets unexpected luck or commits diablerie. However, at the narrator's discretion, they can be purchased at the current rating times 2.

Virtues increased by spending experience points have no impact on the character's Philosophy or Willpower. For example, a character who spends experience points to increase his Courage does not automatically increase Willpower. No Trait can be increased by more than one point during the course of a story. Major changes to Traits take time, and the game should reflect this limitation. In the end, the narrator is the arbiter of how many experience points each character receives and which Traits can be increased.

A player should never feel like he has no control over his character's purchases, but the changes should reflect what happened in the story. If a player wants to increase a particular Trait, he can express that desire to the narrator, who can use it to guide the direction of the story later.







# CHAPTER V GIFTS OF BLOOD

“I have seen men with less power than I create chaos, destruction and hatred. What could I, a mere Setite, do to people?”

- An-Akhe, Priest of Set

During the moment of the Embrace, the blood of Cain begins to flow in the veins of the undead, empowering them to a supernatural perfection. The vitae becomes powerful, strengthening the immortal in frightening and often unique ways. In addition to healing and accelerating the vampire's natural forces, vampires learn Disciplines. Disciplines focus the blood on very specific skills, tricks and effects. For example, a Ventrue can learn Dominate, which allows him to control the minds of men, while a Malkavian can learn Dementation, which destroys those minds in the same way.

## Learning Disciplines

Each Family and bloodline share an affinity for three Disciplines. Theoretically, a Cainite can learn any Discipline with time and tutelage. The three physical disciplines, Celerity, Fortitude and Potence do not need the tutelage of a teacher and can be learned without any major problems. The vampire can also learn his three Clan Disciplines on his own. Other Disciplines require a mentor who knows the Discipline and the specific level desired.

At the Storyteller's discretion, Family-specific Disciplines such as Vicissitude, Chimestry, Obtenebration and Disciplines of rare bloodlines such as Temporis or Mytherceria may require the scholar to drink the tutor's blood, establishing a partial Blood Vinculum. Alternatively, a vampire who committed Amaranth against another Cainite can learn his Disciplines without tutelage.

In some Discipline descriptions, particularly high-level Disciplines, specific clans or lineages may dispense with the need for a tutor after Diablerie. This varies according to the storyteller. Usually, in cases of Amaranth of specific lineages, the clan or lineage is specialized in power, which should dispense with the presence of a professor. Finding a mentor for power outside that group should be challenging, if possible.

Note that vampires learn Disciplines over time. No Cainite begins his non-life by understanding everything about the Discipline from which he was introduced. It takes time before he gets full mastery of that level of knowledge and the Kindred in question will need to practice before thinking about using his powers frequently. For this reason, the presence of a Mentor is almost essential for the vampire to have an idea and learn the real way to use the Disciplines.

## Variations of Disciplines

In the Vampire the Classical Era, vampires were still undergoing a process of remodeling the “Discipline system”. You should notice when reading that for each level, there are two or even three variations regardless of level. In other editions like Vampire the Masquerade or Vampire the Dark Ages, these variations could only happen with powers above the fifth level. As a justification for this sudden change, is the elders of the Classical Age still instruct much of their vampiric gifts as inferior variations

of their Disciplines. This allowed Neonates and Ancillae to know much more, having enormous variations of powers, which justifies the myths of vampires of this time as being super powerful. As time went by, the Diablerie de Amarantha created such a commotion among the Elders that the need to change this tutelage system. The elders started to teach only the basic gifts and left the variations of their Disciplines as tricks and cards up their sleeves. Thus, the variations that any Neonate could have now belonged to a select group of vampires of lower generations and that potentialized their effects.

As a rule, vampires of the Seventh Generation or lower generations can learn Disciplines at the sixth point and beyond. These powerful elder gifts are usually unique to these vampires, and a Cainite can learn more than one skill at each level even when above 5. Even so, it takes time for a Cainite to reproduce disciplines above level 5, as it is mastery of literally supernatural power.

Even with the variations that a Neonate may acquire, absolutely nothing prevents an ancient vampire from being immensely more powerful. In addition to the standard score, a good Sixth Generation vampire could have three sixth-level Disciplines and four seventh-level skills. The variability has only increased. The oldest disciplines listed are common examples. They are popular and iconic manifestations of blood. However, players are encouraged to work with the Storyteller to develop the appropriate powers if their characters accumulate these legendary levels of skill. Use the examples as a basis for level and outline, but take this opportunity to redefine what it means to be Cainite, specific to your characters and chronicles.

## Creating Combination Disciplines

Just as creating new levels of Disciplines requires mastery over them, creating Combination Disciplines would be no different. It is necessary that at least one of the disciplines being worked on must have Level 5. If a Fortitude and Auspex discipline combination is created, one of these must be at the fifth level, at minimum. The same test can be applied, reducing the time to study and develop the discipline or the difficulty of the test to 7.

## Animalism

The Beast resides within all creatures, from cockroaches, dirty mice, even untamed wolves and even the mighty vampire elders. Animalism allows the vampire to amplify his intensely primordial nature. Not only can he communicate with animals, but he can also force his will on them, commanding such beasts to do

what he wants.

As the vampire grows in power, he will even be able to control the Beast within mortals and other supernaturals. Animals are distinctly agitated in the presence of a vampire who does not have this Discipline or the Animal Empathy Skill, often to the point of attacking or running from the vampire. In contrast, vampires who have Animalism exude a dominant vibe to lesser creatures, which attracts them.

### • Instinct of the Beast

This first Animalism effect can be an asset in the hand of manipulative vampires. Whoever possesses it gains the ability to concentrate on the beast of a mortal or animal, thus perceiving the emotional ripples of that target. This power can only be used on creatures that have a Beast. Demons or some Specters can be immune to this power, making it unreadable.

**System:** There is no cost. The character must concentrate and test Perception + Awareness (difficulty 8). With only one success, he gains access to that person's dominant emotion. Although the stronger the emotion on the target, the less difficult it is to perceive. This allows the character to know the best way to deal with that target. The emotions in question can be varied. Anger, stress, happiness, fear, it is as if the vampire smells the emotion of that target, just as an animal would actually do it on a hunt or related.

Unlike Auspex, this power does not allow you to see, but to feel in yourself the target's emotions. The only flaw in this power is that this connection can be harmful enough to partly pass the emotions of the target being felt. Storytellers should consider penalties depending on the emotion felt. Angry characters could increase the Self-Control difficulty by +2 while cold characters could increase Consciousness checks by +2. The duration of the emotion felt remains for one scene, but the character can ignore it for the cost of one point of Willpower. Using this power on characters who are in a frenzy automatically calls for a Self-Control roll, difficulty 8 so that the character doesn't give in to fury.

The Storyteller must be the final arbiter about the effect suffered after the emotions felt, but he must not forget that in the same way that the character can be harmed, there is also the possibility that he can benefit from the use of this power.

### • Feral Whispers

Feral Whispers establishes a foundation on which much of the other powers of Animalism are built. The vampire's Beast reaches out and touches the mind of an



animal, facilitating communication between the Cainite and the lower creature. With this power, the vampire speaks or imitates the animal's native sounds, and the animal understands. The vampire understands the ideas that the animal expresses. In addition, the animal can follow the vampire's wishes if the vampire gives a convincing command.

**System:** No test is required to speak to an animal. However, the vampire must make eye contact to use this power. After establishing the effect of the power, the vampire does not need to maintain eye contact for the current scene.

Commanding an animal requires a Manipulation + Animal Ken roll. The difficulty depends on the creature. More complex creatures, particularly predators, are more prone to the vampire's words. Taking the shape of the animal with Protean and Animalism or talking to the animal using familiar sounds makes these commands easier. Highly dangerous commands are much more difficult. The difficulty varies according to the situation and the dialogue with the animal. The storyteller must judge what is the propitious difficulty for the situation.

Although animals can perform dangerous or even potentially deadly tasks for Cainites, they will not commit suicide tasks directly, nor will they violate their basic biological natures. Cowardly animals with the task of guarding will not get involved and fight an invader, for example. They can run to their master and report the threat, however. Successes determine the animal's dedication to the cause. A single success will guarantee the animal's conformity to the current scene. Three successes will guarantee a regular task for a week or more. Five successes will require indefinite loyalty.

## •• Beckoning

With this power, the Beast uses the vampire's voice with a deep affinity for a particular animal. It howls, screams, quacks or imitates the noise of an animal. Any animal of the chosen species within earshot is summoned to the vampire, and some will come, depending on the vampire's raw ability.

The Beckoning just calls the animals and makes them favorably disposed to the Cainite who performs it. They will not attack, but will not inherently obey without the application of Feral Whispers. If the vampire was particularly successful in summoning the creatures, using Feral Whispers will benefit from reduced difficulty, at the Storyteller's discretion.

**System:** Choose an animal type. This can be highly specific or general. The vampire can call a species, a

## Failure in Disciplines

When a character fails a Discipline check, the Beast goes wild. The Storyteller must create some chaotic and overwhelming scenario that shows the sociopathic and destructive side of the Beast. Note that this does not necessarily mean that the vampire does not get what he wants. But it has a high cost. This is not inherently violent in itself, but destructive. Always consider the dramatic weight of the moment. Consider the tragedy. For example, by ruining an attempt at Dominate to tell a loved one to leave the scene before a particularly horrible fight, the Storyteller may decide that Domination works to the extreme. Instead of just leaving, the Beast shatters the mortal's mind, forcing them to flee the city and live the rest of their lives perpetually fleeing the vampire.

specific group like male wolves, for example. Or a single named animal, like "the mouse I spoke to two nights ago". The successes of the Charisma + Survival roll (difficulty 6) will dictate the consequences. See the chart below to see the results.

Successes	Result
1 success	A single animal responds.
2 successes	A quarter of the animals respond.
3 successes	Half the animals respond.
4 successes	Most animals respond.
5 successes	All animals in the region respond.

## •• Feral Vinculum

This power makes animals more susceptible to the vampire, because when he feeds them with his blood, the Blood Bond made with that animal becomes more powerful. If this is not enough, the animals will respond to the vampire's commands with greater ease and their loyalty to him will hardly be questioned.

**System:** When creating the Blood Vinculum with an animal, the character must spend a Willpower point and a blood point. The first crude effect of this power is that the Blood Bond automatically advances to the second

## Choosing Your Powers

Characters can and should choose one of the variations as their current power. That is, there is a possibility that a vampire with Animalism 1 has Instinct of the Beast while another has Feral Whispers.

This does not mean that the character is eternally tied to just the level he chooses from the Discipline, but it does mean that to choose the other variation of power, he will need to buy again as if it were a new, separate level. At the Storyteller's discretion, the character may need a mentor to guard him or her from learning variation, although normally for clan Disciplines, there is no such need.

The purchase cost for a level of clan Discipline already owned is Level x4, because naturally he already has enough command of that Discipline to learn its variation. Disciplines outside the clan cost Level x6.

stage. If the animal is in the second or first sip, then the Blood Bond is complete. This implies that commands given by Feral Whispers no longer require eye contact with that animal. The Blood Bond with animals has the same effect as with mortals. Animals with a full Vinculum cannot be dominated by other vampires. After all, the vampire cannot make more fierce bonds than the limit of his generation.

The difficulties for Animalism tests with that animal reduce by two. Characters who do not have Feral Whispers can give common commands, although the difficulty increases by one. Other vampires who use commands against the animal receive the increased difficulty of any roll by +2 to tame it against their sovereign or actions that their current owner does not like or want.

Of course, the animal can still die. Whether for life span or massive amounts of damage. If it happens, the Blood Bond breaks and the vampire automatically feels the pain of the loss. This power binds vampires to their animals, almost as if they were breeders and spawn. Animals tend to be loyal to their breeders, but there is a possibility that, due to mistreatment, the situation can be reversed. In common situations, they will snarl at the opponents and bite the vampire's enemies who have the noose.

### ••• Quell the Beast

Normally, vampires at this stage of Animalism are already

learning how to tame beasts with perfection. Quell the Beast or Song of Serenity allows the Cainite to subdue the Beast from a mortal or immortal target, nullifying all powerful active emotions. Hope, fury, inspiration and other emotions evaporate from the target's heart, leaving him momentarily apathetic.

The vampire must touch the target or look into his eyes to channel his will effectively. Mortals who do not have the fury of their Inner Beasts are very docile, reacting to the most stressful situations with indifference. Even the most courageous or crazed mortal becomes lethargic and lethargic, although an especially sensitive individual can develop a Derangement or phobia while under the influence of this power.

**System:** There are two ways to tame the Beast. If out of fear, the character must roll Manipulation + Intimidation. If due to calm and complacency, there should be Manipulation + Empathy. This is an extended action and requires an amount of success equivalent to the target's Willpower. Failures negate all previously accumulated successes. Critical flaws make the target immune to the vampire's Animalistic powers for one scene.

In mortals, when this power is active, it will not fight unless its life is extremely threatened. He will also not be able to gain Willpower points while under the effect of this power. To cancel all effects, the character must roll Willpower per day, until he can overcome the Willpower of the vampire who pacified him.

In vampires, the situation is somewhat different. Once per scene, the vampire can make the same roll to cancel the effects of the power. Additionally, vampires cannot be driven to frenzy by Animalism powers while in effect and gain an additional roll to resist frenzy effects.

### ••• Animal Succulence

In comparison to mortals, vampires always assume that animal vitae does not give them enough sustenance. Some even say it tastes disgusting and hardly nourishes undead veins. However, wild practitioners of Animalism have developed sufficient affinity for the blood of animals to be able to sustain themselves from nature efficiently. This does not allow a character to exist only with animal blood, but it does allow him to spend more time without human blood.

**System:** No roll is necessary, as once learned, this power is always in effect. Each point of blood drawn from an animal effectively becomes two. This does not replace the Cainite need for human or vampire blood. Every three times (rounded) the vampire feeds on the animals, the



difficulty of all Self-Control / Instinct checks increases by one until he feeds on a human or vampire. This effect is cumulative. For example, if he feeds on an animal seven times, his difficulty in Self-Control / Instinct checks increases by two. To return to normal, the vampire must feed on mortals.

### •••• Subsume the Spirit

By making eye contact, the vampire can force an animal's mental functions to fall asleep and possess the beast. The vampire's body falls into an immobile state not unlike torpor, while his consciousness becomes one with the animal's shell.

**System:** The vampire must make eye contact with the animal. Manipulation Test + Treating Animals (difficulty 8). Successes allow the vampire to have access to some of his mental Disciplines in the form of an animal. Even with Feral Vinculum, this power still requires the vampire to look directly into the animal's eyes. Precisely because it is a change of body and a simple command could not do it.

Successes	Effect
1 Successful	You cannot use Disciplines.
2 Successes	You can use Auspex and sensory powers.
3 Successes	You can use Presence and other manipulative powers emotional.
4 Successes	You can use Dementation, Dominate and Disciplines of mental manipulation.
5 Achievements	Can use Blood Magic, Chimestry, Necromancy and other mystical powers.

After the effect ends, the vampire will exhibit nervous tics and other behaviors like the animal for a number of nights equal to his activation success. He can avoid it with a Willpower point.

At any time, the vampire can return to his own body from any distance, ending power. At dawn, the effect of power does not end alone. This allows the vampire to have limited ability to act during the day. However, the vampire must still roll to stay awake (see Chapter 7). If the vampire falls asleep, the power is canceled. If the animal dies before the vampire can end power, he returns to the body and goes into torpor.

### •••• Taint With Blood

Traveling Cainites always use a great variety of animals to help them hunt or send messages. The most loyal are

ghouls trapped by the blood bond. Vampires who have this power have learned ways to contaminate natural environments by invoking their strength and loyalty from the animals that feed there. By mixing your vitae with the precious waters of a lake or oasis, all vampire servants who feed there will create a certain loyalty to the vampire, even if it is not enough to create the Blood Bond or turn a mortal into a ghoul, they will still be more loyal to the vampire.

**System:** The vampire must contaminate the drinking water with five points of blood and one point of Willpower. The player rolls Manipulation + Animal Ken (difficulty 6). Each success increases the durability of the blood in the lake by one week. Failure have no special effects but a Critical Failure indicates that something in that lake is extremely resistant to the blood of the Cainite. Assuming it is successful, animals that feed there regularly will be affected by time, becoming stronger and more loyal to the ingested blood.

The Storyteller can represent this in a variety of ways, increasing Strength or Stamina by one or reducing Animalism and Animal Ken rolls (when dealing with affected creatures) by two points should be a good start. Ingesting the corrupted water for a long time also conveys the natural predatory intent of a vampire to the creature. The storyteller can represent this by showing animals to behave in a more dominant way and to become less herbivorous or to engage in constant challenges or disputes for leadership. The storyteller can also judge whether the effects disappear faster or whether the amount of blood will be greater in larger lakes. Normally this power does not work well in rivers, as running water dissolves the blood's potential, so instead of weeks, the effect remains for a few hours equivalent to the successes obtained.

The use of Feral Vinculum with this power can be very functional. Animals do not receive the same effects as the power, but they gain the equivalent of a sip of the Blood Bond. Then, if the Cainite in question wishes to feed them normally with Animalism 2, all standard effects should be considered. The vampire may also wish to use Feral Whispers to call all animals that have fed from the lake. Depending on the scroll, it is possible to get a good amount of ghoul animals in one night.

### ••••• Unleash the Inner Beast

At this level of Animalism, the vampire has a deep understanding of the inner Beast. Whenever his predatory spirit threatens to overwhelm the vampire's soul and drive him into frenzy, he must instead unleash his wild instincts on another creature. The target of the vampire's Beast is instantly seized by frenzy. This frenzy is not natural, as

the victim is channeling the vampire's fury and not yours. Because of this, the vampire's behavior, expressions and even language mannerisms become evident in the victim's uncontrolled actions.

**System:** The player must announce the choice of the target (since it must be someone in the field of view, Unleash the Inner Beast cannot be used if the vampire is alone, with no one in his field of vision), then tests Manipulation + Self-control / Instinct (difficulty 8). See the table below for the results:

Successes	Result
1 Successes	The character transfers the Beast, but releases it on a random victim.
2 Successes	The vampire is stunned by the effort and cannot act on the next turn unless he spends a Willpower point. She successfully transfers her Beast.
3+ Successes	The character transfers the Beast with successes.

Quell the Beast checks can work, although the difficulty increases by two. In addition, the vampire must acquire an amount of success equivalent to the amount of Willpower of the vampire who transferred the beast.

### ••••• Beast Tongue

This power expands the gifts of the Feral Whispers. Instead of being able to speak to a single animal, the vampire can speak to any animal without making eye contact.

**System:** No test is required. The character can choose a group of animals he wants to talk to at any time. The inherent limitation is that he can only speak to one family of animals at a time. For example, it can work on dogs and wolves, but not on cats or bears at the same time. The Storyteller's description defines which groups the vampire can communicate with at any time. These groups must be thematic and dramatic, less scientific.

### ••••• • Shepherd's Innocence

Although not all animals run in the presence of a vampire, their relationship is far from close. Dogs growl when they see them, cats leave the rooms and horses are agitated. However, animals that catch a glimpse of





a vampire with him may come to see him as attractive and harmless.

**System:** Rolling Charisma + Animal Ken (variable difficulty and determined by the animal's emotional state), a character can quickly calm a rabid lion about to tear it, gain the trust of some guard dogs wanting to bite or ride it easily. back of a wild elephant that was about to crush it. With successes, the vampire can try almost any type of action with those animals, making even their feeding easier to achieve. This power can be useful even when you are attacked by a wolf pack sent by another Cainite. This power is one of the guarantees against Feral Vinculum, as it overrides the effects of power.

### ••••• • Shared Soul

This power allows the character to probe the mind of any animal it touches. Shared Soul can be very disconcerting for both parties involved, since each participant is completely immersed in the other's thoughts and emotions. With enough effort or time, each participant can gain a complete understanding of the other's mind.

Shared Soul is most often used to extract memories of a specific event from an animal, but some Gangrel use this power as a tool in the search for wisdom, feeling that they come to a better understanding of their own Beasts through relationships with real animals. A very intimate bond, however, can leave the two souls tangled after the end of the sharing, causing the vampire to adopt patterns of behavior, mannerisms, or even ethics (or lack thereof), similar to that of the animal.

**System:** The character touches the desired creature, and rolls Perception + Animal Ken (difficulty 6). The player spends one Willpower point for each turn after the first contact made. Finding a specific memory takes six turns, minus one turn for each test success. A full call takes 10 turns, minus one turn for each test success.

A critical failure in this test may, at the Storyteller's discretion, drive the vampire into a frenzy or give the character a Derangement related to the animal's behavior patterns (extreme cowardice if the vampire contacts the rat's soul, bloodlust if the target was a angry dog, and so on).

### ••••• •• Conquer the Beast

With this level of mastery, the vampire's power over his Beast becomes almost perfect. He can enter the frenzy like a weapon, as if he could draw or sheathe sword.

**System:** By spending a Willpower point reflexively, the vampire may enter Frenzy. No testing is necessary. To

end a frenzy, the Cainite must spend another point of Willpower and roll Instinct / Self-control. The difficulty depends on the current factors. Calculate the difficulty as if the vampire was being driven into the Frenzy at that very moment, with a minimum difficulty of 4.

The bonuses received are the same as for the character being in Frenzy, such as immunity to mental effects, emotional influences and additionally guaranteeing +5 points to distribute among Physical Attributes. Gangrels still suffer post-frenzy penalties.

### ••••• •• Beast Shard

With Drawing the Beast Out (Animalism 5), the vampire instills his Beast into a human or Cainite victim, effectively losing it for a while. With Multiply the Inner Beast, the Cainite can divide his Beast into smaller parts, infecting several characters simultaneously. Characters infected with your Beast are more susceptible to your Disciplines.

**System:** The character can use Unleash the Inner Beast on multiple characters at the same time, and is not limited to other uses. Unlike Freeing the Inner Beast, Multiplying the Inner Beast does not require the character to see his targets. Test Charisma + Self-Control / Instinct, difficulty 5 + the number of targets. Use the Unleash the Inner Beast success graph, but all targets are affected equally.

The vampire may choose to infect a victim with his Beast, but he cannot cause frenzy. Cainite victims suffer +2 difficulty in all resistances to frenzy. Human victims are subject to frenzy as if they were Cainites. In addition, the difficulty of all Discipline powers he uses on an affected character decreases by one.

The vampire may have a total number of infected characters equal to the points of his Generation's Background. If he has so many simultaneous victims, he will suffer the effects of losing his Beast, mentioned in Drawing out the Beast. To affect other characters, he must first persuade a part of his Beast back, or kill a host.

## Auspex

Auspex gives vampires strange sensory abilities. It starts with the ability to increase your natural senses significantly, but as you grow in power, you can perceive psychic auras and read the thoughts of another being. Auspex can also pierce mental illusions, such as those created by Obfuscate see the box "Seeing the Invisible", on the side.

However, a vampire with Auspex needs to be careful. Your increased sensory sensitivity can cause you to be attracted to beautiful things or stunning by loud noises

or pungent odors. Sudden or dynamic events can disorient a character using Auspex unless his player makes a Willpower roll to prevent it (difficulty of at least 4, although the most potent source of distraction, increases the difficulty).

Failure overwhelms the character's senses, making him unaware of his surroundings for a turn or two. Although Malkavians and Toreador are more prone to these types of distractions, the Tremere and Tzimisce are not immune. Perception Points are very useful for using Auspex powers, more successes help the character to obtain more sensory information.

### • Hightened Senses

The vampire's senses are now exceptional by mortal standards. The range and clarity with which he can see, hear and smell are doubled. Likewise, his touch and taste become superhuman, allowing him to detect the life his victim leads in the way that a connoisseur could tell what kind of grass a cow is fed and in what direction its corral is by taste. of the meat. The vampire can feel a draft that no one else perceives, taking him to a door that was not fully closed and placing him back on the trail of his prey. He can use power when and for as long as he wants. Of course, having active Auspex leaves you vulnerable to over-stimulation, as described above.

**System:** This power costs nothing, is reflective and requires no tests to be used. When activated, any test related to the use of the senses for physical perceptions decreases by 1 difficulty for each Auspex point of the character. This does not influence the character when seeing Obfuscate, Chimestry and other powers, it only influences the difficulty for tests related to the material perception of the world. A character can use one sense at a time, or all of them in any combination he wishes. This power does not allow the character to see in perfect darkness as with the Eyes of the Beast.

### • Precognition

While Hightened Senses allows for supernatural insight, Precognition enhances the ability for sudden revelations, which may come to the vampire's mind. Naturally vampires can predict the future, both Auspex and Dementation or other powers can assist in this factor. This power is the first sense of foresight of what the future may be for a Cainite.

This power can be both active and passive. While the character is using any level of Auspex, the Storyteller can choose to roll over for a sudden revelation. This allows the character to have feelings before problems occur that

could harm him.

**System:** When activating Precognition, the player must roll Perception + Awareness. The difficulty varies according to the storyteller's criteria. If a scout behind a tavern door was waiting to surprise the vampire, the difficulty is likely to be 4, while a plot by the Prince's spawn to destroy an elder that may take decades to unravel would be a difficulty 9. The difficulty may also reflect how important it is to the story that the character has a glimpse of what is to come.

After all, it is just a brief precognitive glimpse that may or may not make sense before the event unfolds. Divination is not an exact science. Express the revelation in small sensory details or simple visceral feelings. "You smell the fire without any source coming from the farmhouse" or "you can't trust it alone" are excellent examples.

If the storyteller considers it interesting, a test of Intelligence + Philosophy (Enigmas) could make it easier for the character to reflect on that vision he had. Unlike the description of the ability, the character is not trying to understand the justification or functioning of the prediction, but rather putting the pieces of a puzzle together to understand what he saw. Without this power, characters cannot concentrate to have their Precognitions. Visions happen randomly and from time to time at the discretion of the Storyteller.

### •• Spiritual Sense

If Hightened Senses allow the character to enhance material Perception, Spiritual Sense enhances the immaterial. This power allows the vampire to concentrate his perception to perceive the supernatural, sensitizing him to the use of powers. With this power, the vampire could feel a Werewolf's supernatural connection with nature, a Magician's potential, a Ghost's pain and emanations, a Demon's intimidation or a Fairy's grace. Obviously, the answer is not exact. The vampire just feels how powerful that supernatural potential can be.

The greatest use for the Cainites is being able to identify when powers were used and this is precisely the value of this power. It means that if another Cainite uses Presence, the perceptive vampire will be able to identify the effect of the power used. He does not necessarily know who it was or the target of the power, but to know what is being used at that moment.

Religious Malkavians identify that this power functions as a spiritual vision to be released, allowing him to see the echoes of the effects and trails of power left there. Unlike the Hightened Senses, this power enhances the



five senses for paranormal and supernatural effects in general. Cainite will not be better in physical perception, although his supernatural senses are extremely reliable.

**System:** As with Hightened Senses, the character reduces the difficulty for Perception checks by one for each Auspex point for his sheet. The difference is that this reduction in difficulty only works for supernatural events, nothing more. Perception + Awareness tests can be immensely easier to use with such power.

Do not confuse. It is not because a character with this power realizes that there is a Wraith by his presence that can necessarily influence the Shroud. This is a power of perception, not influence. The same goes for any other creature. Perceiving the demonic presence does not entitle the vampire to know exactly what it is, but only to know that there is something powerful and unknown there. The same goes for temporal changes caused by Temporis or any other power of time. Auspex does not allow this type of perception. The effects of this power do not work against Obtenebration.

## •• Aura Perception

The true color of the soul is revealed to the vampire with this level of vision. What he sees is outside the physical. She sees strong emotions, lost thoughts or dark memories that have nuanced a person's nature. The practitioner's mind translates the impressions he gets from someone else's soul as colors, temperatures or even aromas. The impressions and feelings of other people's souls can be interpreted, but never translated in a universally correct way.

Reading someone else's soul can provide great insight into their emotional state. A question at the right time and the feeling that the person is being misleading can be extremely helpful. A spark of inspiration when seeing an enemy can indicate that a conflict is not what it seems.

The seer can also observe from the soul if the person in question is not human. A vampire's soul will be registered as pale or waning compared to that of a human. The shape-shifter's soul can be vibrant and sharp, jagged at the edges and looking like moonlight.

**System:** The character actively and attentively its target, allowing the soul's sense to reveal itself. The moment he chooses to interpret the state of the soul, the character's player rolls Perception + Empathy (difficulty 8), with each success giving the character more information on the subject. Consider the chart below for ideas on what information the storyteller can communicate.

A failure indicates that the character was unable to interpret the current state of the soul. Critical failure indicates misinformation or misinterpretation. Looking at the soul is not an exact science. The chart on the right consists of colors and their suggested interpretations. Interpretations from other senses are also possible. Players and storytellers should be encouraged to create graphics for their characters, unique in their sensory details.

Effect	Successes
1 Success	You can distinguish pallor or brightness.
2 Successes	You can distinguish main color.
3 Successes	Recognizes color patterns.
4 Successes	Recognize rapid changes.
5 Successes	You can identify color mixes and color patterns.

The ability to read the soul does not act as a lie detector, and absolute truths cannot be determined. It only reveals moments of dishonesty or feelings flooded with guilt. An exceptional liar can be free from guilt, and a penitent, but innocent, can always look suspicious. A talented Auspex user knows this and will keep it in mind when interpreting what he perceives. Auspex users can use Aura Perception to scan a crowd or scan an area. He begins by declaring who or what he is looking for, as "a diablerie-stained soul" or "the most nervous person in the room". The player then rolls normally. Information is general, and any more intimate perception of a target's soul requires a new test.

## ••• Spirit's Touch

Any man or animal that has a soul leaves a trail of where it went and what it touched. The longer a soul has contact with an object, the stronger the trace that remains. Strong waves of emotional energy or certain crucial moments in a life (or in the lives of many) can make this trait even stronger.

At this level of proficiency with Auspex, a vampire can read or otherwise experience the traits attached to a particular object when she places her hands on the object. Anything inert can carry these traits, a corpse would invariably have such traces, while the soul of a living cat would make such reading impossible. The lines leave only impressions, brief sketches of moments in time, instead of tapestries entirely woven. These sketches must be memorable, but brief and as confusing as the

soul that left the trail behind would be.

**System:** A player rolls Perception + Empathy. The difficulty varies according to the age and strength of the impression. A stake found in an ash pile just one hour old may have difficulty 4, a stake that was in a dead vampire five days ago may be difficulty 6 and a stake that only carried the intention but was never used can produce useful impressions only with difficulty 9.

The difficulty should only be considered when a challenge and a possible failure add to the story. Sometimes, a Storyteller may choose to abandon a test entirely when a character tries to touch an object that is vital to the continuation of the story or a piece of strong importance on the stage. If the Storyteller needs the characters to know that they have prey drawn from the mouth of Methuselah, or the sword that beheaded the Immune, he must give up the test and bring the terrifying visions.

Successes	Information
Failure	No information.
1 Success	Basic information, such as sex, hair color and height.
2 Successes	Additional information.
3 Successes	Useful information about the latest carrier, such as age and status emotional when you used the item.
4 Successes	The person's name.
5+ Successes	Very valuable information or almost anything that you want to know about the relationship that person with the object.

### ••• Touch the Past

This power functions as the Spirit's Touch, but in a different way. Characters with this power are able to use their oracular powers in structures and locations, rather than objects. All because all places have a history. All structures had many hands to make them, even if they are not works of art, there were other beings around.

Some Toreador generally use it for artistic creations, of humans or Cainites. With this power, the character can enter the artist's soul from an inanimate art that he is examining. Through this examination, the state of mind, the relationship between the artist and the work, the stages of creation of that project can be felt.

Rome being a cultural and revolutionary center in the world, this power is a full plate for Cainites. Many of

Color	Emotion
Orange	Fear
Purple	Agressive
Red	Furious
Brown	Bitter
Light-Blue	Calm
Pink	Compassive
Lavender	Conservative
Grey	Depressive
Carnelian Red	Desirous or Luxurious
Light-Green	Envious
Dark-Green	Suspicious
Violet	Excited
Yellow	Happy
Black	Hated
Blue	Idealist
White	Clean Conscience
Dark-Blue	In Love
Green	Obsessed
Silver	Sad
Gold	Extasis
Dark-Orange	Distrustful
Taint, Mutable	Confused
Black Veils in Aura	Diablerist
Multiple Color Changes	Frenesi
Palle	Vampire
Myriad of Shines	Mage, Witcher or Sorcerer
Vibrant and Brilliant Aura	Metamorph, Werewolf
Weak, Intermittent Aura	Ghost, Wraith
Rainbow	Fae
No Aura	Demon or other Evil Creatures



## Sense the Unseen

Anyone endowed with Auspex can see things that are supernaturally hidden from normal vision and penetrate into supernatural illusions. This can mean Obfuscation, Chimerism, ghosts and even the magic tricks of the fairies.

- **Obfuscate:** The obfuscated target and the Auspex user compare the total levels of their respective disciplines. If the Obfuscate user has higher Obfuscate levels than the Auspex user, he will remain hidden. If Auspex is higher than Obfuscation, the Obfuscated vampire is unmasked. If both are the same, the Auspex user rolls the target's Perception + Awareness against Intelligence + Stealth. The difficulty for both is 8. Whoever gets the most success wins the contest.

- **Chimistry:** First, the character must believe that there is something wrong or false in what he is seeing, and the narrator agrees that the character feels it. The player then states that he is actively trying to see through any falsehood. At this point, Auspex and Chimistry users compare levels. If a test is needed, it follows the rules for seeing through Obfuscation, as above.

- **Other powers:** It is difficult to predetermine what types of monsters will conflict with the vampire. With that in mind, brevity is ideal. Make a contested roll, with the Auspex user testing Perception + Awareness against the other creature's Manipulation + Subterfuge. The Attribute and Ability used by the opponent can be changed at the Storyteller's discretion. When in doubt, the Narrator must favor mystery and ambiguity.

those responsible for that attractive structure or work can be revealed, showing images in the character's mind about that moment as if he were teleporting to the past. Some Toreador use this power as a way to criticize an artistic piece.

However, this power cannot be used in "live" arts as in a performance, in music played in the environment or in a story that is being told. They say that this can happen because the author unconsciously leaves his impression in an inanimate and material piece.

**System:** The character must roll Perception + Empathy (difficulty 7) for each art or location he is examining. Each success determines the amount of information he can get from that job. The difficulty will increase if he tries to "read" multiple creations by the same creator or a long-term creation. Objects such as architectural structures, castles, large forts will leave the character paralyzed, in a vegetative state for 1d10 + 5 days while receiving information on the history of that structure. This power, like the Touch of the Spirit, requires touch. Therefore, seeing a redecorated room may require the character to touch some vital part of it. Obviously this power cannot be used in trivial objects, as in Touch of the Spirit.

### Successes

1 Success

### Information

General feelings, without historical context ("The Artist was hopeful while creating this")

2 Successes

More specific information, with a sense of the history of that work ("His hope became sadness as soon as the result of the work did not please him. However, he continued the work, which changed his perspectives, in a certain way")

3 Successes

More specific information, with a small historical line ("He liked it at first, but then he started to hate the project because he saw that it was not the result he loved. Then he looked for ways to improve the work.")

4 Successes

You have a definite idea of the artist's emotional state and an almost complete idea of the timeline for creating that art.

## 5 Successes

You can see the work in stages and know how the artist felt in each one.

### •••• Telepathy

The seer now bridges the gap between simple observation and manipulation of the thoughts and minds of the people around him. He can collect secrets buried in the minds of others and even implant notions that his victim perceives as strange and often unknown.

**System:** The player rolls Intelligence + Subterfuge, difficulty equal to the victim's current Willpower points. With only one success, he can implant thoughts in his victim's mind. Characters with four or less Willpower points will believe that the thoughts are hers. Characters above four points of Willpower will no doubt know that the thought is not hers. An Intelligence + Awareness check (difficulty equal to Manipulation + Auspex of the Auspex user) is needed to get an idea of where the source of the thought came from, but even so, she may not know how the Auspex user put these thoughts in her head. He can form mundane explanations or jump straight to accusations of witchcraft, depending on the circumstances. If the Auspex user searches the mind he has invaded, he can tear off a piece of the surface detail by success achieved by his player. Deep thoughts or lost memories can only be accessed through five or more successes.

A vampire's mind is particularly difficult to probe, and even trying this requires the Auspex user to spend a Willpower point. The mind is a strange and liquid place. Storyteller's should avoid dry retelling of information and instead present that information as flashes of thought and memory. Provide enough information for players to discern what is going on, but it is better to show than to tell.

### •••• The Vampire's Rest

This power allows characters to be aware of their surroundings even while they are sleeping. As soon as the character closes his eyes, he opens his spiritual eyes.

When activated, the character will be aware of who enters or leaves the room he is in, and can wake up earlier if he is attacked without being caught off guard. His sense of danger warns him even when they are trying to enter his refuge. The character will follow the rules of rising from torpor and humanity.

**System:** This power must be arbitrated by the Storyteller, but if needed, you can ask the character to roll Perception + Awareness (difficulty 7) to be able

to visualize their surroundings. Before going to sleep, the vampire spends a Willpower point that cannot be recovered during this night's sleep. If he wishes to recover the points spent, he can do it by following Nature and Demeanor or spending a night without using this power. This power is cumulative and each time you activate it, the character will spend an additional point of Willpower. The use of a blood point is still necessary, as he is naturally awake. This power removes the need to test Perception + Auspex to perceive danger while resting. The vampire will only need to roll Humanity / Philosophy to have control of his body, but knows everything that is happening in his surroundings.

### ••••• Astral Projection

At this level, the Auspex master can transcend his mind and make an astral journey. He could get out of his body and walk at will in the twilight of the world. In this way, the vampire can fly at incredible speeds, and no distance is out of his ability, as long as he is above the bedrock and below the moon.

The character leaves his body behind, in a daze, and is unable to see or feel what happens to him. The Cainite remains attached to the body, no matter how far it travels, by a spiritual silver cord. If that cord is cut, it becomes like a ghost and can remain as such if it cannot return to your body.

**System:** The player spends a Willpower point and rolls Intelligence + Awareness. The difficulty must reflect the character's ability to bring the place clearly into his imagination. So, a spot in sight is difficulty 4, a distant but deeply familiar place would be a difficulty 6, and flying to an unknown place known only academically would require an 8 or 9. The successes he receives must reflect his ability to manifest up in this distant location conveniently.

Failing the test means that the character cannot get out of his body. A critical failure can be catastrophic, sending your soul flying in a random direction and distance, perhaps even in some spiritual realm, a sleeping child's nightmares or a place on earth where the sun is shining. The sun would not burn your soul, but it would certainly require it to roll to resist Röttschreck.

This power requires a Willpower point to activate. Any new scene that the character wants to keep in flight requires a new Willpower expenditure and a new test. The character cannot physically interact with the physical world when his soul is released from his body. At best, she can spend a Willpower point to appear to others as a ghostly apparition and can speak to those



present. She can use any mental Discipline at her disposal, including other levels of Auspex.

### ••••• Telepathic Communication

While Telepathy only allows the character to “read” the target’s mind, Telepathic Communication allows him to talk to the target, transmit images, emotions and sensory perceptions to anyone who can see.

**System:** This form of communication usually requires the character to make an Intelligence + Empathy roll (difficulty equal to the target’s Willpower). If the target he is trying to communicate with is allowing communication, then he can simply use the power without the need for scrolling. The mind is a confused and variable place, which can show hundreds of ideas floating around at the same time. Interpreting mind reading in this power requires a Willpower roll (difficulty 8), and the target, if supernatural, will know that someone is reading your mind.

### ••••• Clairvoyance

When using Clairvoyance, a vampire can perceive distant events without using Astral Projection. By focusing on a familiar person, place or object, a character can observe the target’s surroundings while remaining aware of his or her surroundings.

**System:** The player rolls Perception + Empathy (difficulty 6) and describes the target he is trying to see through. If the roll is successful, the character can then perceive the events and the environment around the desired target one turn per success. Other Auspex powers can be used in the scene being viewed, and are tested normally. Clairvoyance divides the vampire’s perceptions between what he is seeing at a distance and what is happening around him. As a result, when using this power, a character receives a +2 difficulty penalty on all rolls relating to actions that affect physical surroundings.

### ••••• • Eagle Vision

This power is a slightly more selective form of clairvoyance. The character can mentally scan a wide area as if he were flying, allowing him to make quick inspections or see very large areas. If the character has Clairvoyance, he can zoom in on a particular location to see in more detail.

**System:** The character will make a Perception + Acuity roll (difficulty 7) to glimpse the terrain. The covered area is 16 miles / 25 square kilometers (a radius of approximately 2 miles / 3 kilometers). When using this power, it “rises” to a height as if it were 70 meters high from the ground. It is not possible to glimpse through solid objects using this power.





Eagle Vision allows the use of other forms of Auspex, such as Spiritual Sense, The Vampire's Rest, Hightened Senses, Clairvoyance and Aura Perception. For the activation of each power, he will need to make the same test described in the levels. Each power used causes the vampire to spend one point more than blood. If you want to glimpse in detail, the character can focus on one area for one turn and roll Perception + Alertness (difficulty 7). This power also shows levels of Obfuscate as well as Clairvoyance.

### ••••• • **Decipher**

With this power, the character can understand any material writing or language that seems unfamiliar, like a code. Only words of supernatural origin, such as the magic glyphs of a Setite or the scribbles of a Malkavian, cannot be understood by this power.

System: Deciphering requires a blood point and a Intelligence + Philosophy or Academics roll (difficulty 7). Each success allows the character to read a specific type of language or decipher a specific code for an entire scene. In addition, a character who does not speak Gallic or Chinese could, if he had achieved 2 successes, read both languages at once even if they were coded (one success for the language, another for the code). Multiple attempts can be made in a single book, but each new attempt requires one point of blood spent. A failure means a false translation.

If the character is trying to read supernatural language, compare his level of Auspex with the level of the relevant Discipline of the writer at the time that text was written. If, for a moment, a character is trying to read a Malkavian's scribble, compare his Auspex with the Malkavian's Obfuscate. If the Auspex is greater, the words can be understood. If the Obfuscate is equal or higher, they cannot be read.

### ••••• • **Ecstatic Agony**

Vampires at this stage of Auspex dominated their senses to the point that they could reinterpret the harmful sensation as empowering and ecstatic.

System: This power does not require activation. Whenever your character suffers a wound penalty, reverse it. The penalty dice become bonus dice. This power does not help your character to act when Incapacitated. However, whenever your character suffers damage from his Incapacitated health level, he will recover a point spent on Willpower.

### ••••• • **Enemy's Reflexes**

Although most warriors are able to imagine the final

results of combat, this power does just that. In a more simplistic way. Some consider it a cheat, others consider it a tool. In any case, the great masters of Auspicio know how to use it with perspicacity to win their physical confrontations.

System: The character spends a blood point and rolls Perception + Brawl or Melee, or another Ability that his opponent is using, in case it can be used during a game of chance or even during a competition of courtiers of poetry and intelligence. His difficulty is equal to the target's Manipulation + the appropriate Ability. Each success obtained becomes an additional die that the player can use during his character's next action. This power can be considered an evolution of Precognition in a much larger and faster way, since it does not require concentrations and can be used at times that may require greater reasoning.

### ••••• • **Capture the Anima**

Astral travel or psychic projection can be one of the greatest weapons of an Auspex user. However, making all your plans on your own is somewhat complicated. The great elders created this power to bring their young with them or to torment the minds of opponents on the astral plane. Willing and unwilling subjects may have the ability to project from their bodies. Reluctant victims are forced to leave their bodies.

System: Capturing Anima requires the vampire to touch the target. This power does not require a move against willing characters, but they must spend a Willpower point. They use Psychic Projection as if they themselves have the power.

Against a reluctant victim, the vampire must spend a Willpower point to try to force the victim from his body. With a Intelligence + Intimidation roll, difficulty equal to the victim's current Willpower points. Each roll takes a turn and a new Willpower point spent to capture the reluctant target's anima. This power forces the victim to his body, as the vampire achieves a number of successes equal to his Willpower points. Once forced to leave the body, he cannot return during the current scene.

Fighting in astral form can be quite interesting, as the characters exchange their Physical Attributes for Mental. In astral form, all damage received is considered Lethal. To be completely destroyed in astral form is somewhat complicated. When a character's Vitality points are Disabled, his body is destroyed although his projection remains. Subsequent damage is reflected in Willpower. If it reaches zero, the character is completely destroyed.

Without a physical body, characters in astral form are



unable to return to physical form, forcing them to find a new body. In astral form, characters can roam like Specters through spiritual realms. Vampires are never well received.

## **Bardo**

As the story goes, this Discipline was created by Osiris himself. Although interconnected with the Philosophy of Humanity, the domain of the Bardo is not equal to Golconda, but can assist in the path and search. Golconda is naturally the transcendence of what the vampire is, while Bardo relies on denial. If a practitioner of the Bard abandoned the rigorous meditation that accompanies this Discipline, he would be no closer to humanity than he was before.

The Penitent must maintain points in the Philosophy of Humanity (no other moral code is sufficient) equal to his level of Bardo, or else he will lose all levels that exceed his Philosophy. The lost levels return as Philosophy increases.

### **• Restore Humanitas**

The Son of Osiris believes that what has been lost can be recovered. Instead of accepting the inevitable fall into inhumanity, the Bardo practitioner struggles hard to recover any lost Humanity. This power is a great guarantee of penance to help a character stay in the Philosophy of Humanity.

System: When the vampire loses a Philosophy of Humanity point, he can try to recover it without spending experience points. Restore Humanity must be used within a week after the point is lost and can only restore the last point lost. The character must perform an affirmative action appropriate to a character with a higher Philosophy rating, meditate for several hours and spend all the blood points currently on his body. The player then tests Conscience (difficulty equal to the level of Philosophy of Humanity being recovered). If the roll is successful, the character recovers the Philosophy point and (if applicable) the Conscience point lost in an unsuccessful degeneration roll. If the character also gains a Derangement, it will disappear in a week.

### **•• Banish by the Sign of Toth**

Thoth, the Egyptian god of wisdom and magic, taught Osiris this power, which he then passed on to his followers. By making a mystical hand signal, the practitioner can deflect a mystical effect directed at him from a vampire or other supernatural being.

System: The player spends a blood point and rolls Dexterity + Occult (difficulty 7). This power can be used to “dodge” any attack of a mystical nature, including

any Disciplines that target the character, whether they actually inflict damage or not. The player’s successes are subtracted from the successes on the attacker’s test. The signal is not meant to deflect magically intensified physical attacks, the punch of a vampire using Power still has full effect. Although this can be used reflexively as a dodge. Using it in another action on a turn requires split actions (see Chapter 7).

### **••• Apis Gift**

All vampires must consume blood. Even Penitents cannot avoid this truth, but at least they have learned to feed on animals instead of humans.

System: Animal blood is just as nutritious for the character as human blood. An animal is considered to have a blood reserve equal to the number of health levels it has, rather than the lowest value normally assigned to represent the creature’s blood. This skill is always active after it is learned. Unlike Animal Succulence, with this level the character does not have the need to feed on humans, being able to base his diet entirely on animals.

### **•••• Pillar of Osiris**

The Pillar of Osiris is a mystical place of peace in the center of each temple where penitents can meditate to increase their inner calm and magic. The Pillar comes with a hidden disadvantage, as the Beast, initially chained by the Pillar, grows in strength while away from it.

System: The creation of the Pillar of Osiris requires an evening ritual, with the difficulty determined by the location, the more remote and free of violence the location, the less the difficulty. A cave away from human populations that have never seen violence can be difficulty 5, while the location of a terrible murder-suicide in a city would be difficulty 9.

The player spends a Willpower point and rolls Willpower. Success creates the Pillar, which is more conceptual than physical. The Pillar reduces the difficulty of using the Discipline or other mystical activities (including blood magic) performed on the Pillar by three. This benefit applies only to vampires with at least one Bardo point. Once the Penitent has created a Pillar, he must visit it at least once a month, or the Pillar stops working. In addition, for each week that he is away from a pillar (not necessarily the one he created), the difficulties of all tests to avoid the frenzy increase by one.

### **••••• Wisdom of Toth**

The Penitent shares some of his wisdom, revealing the vastness of the universe and the relative smallness of

the target in it. This leaves the target unable to act while pondering this revelation. After that, the targets maintain a healthy respect for the penitent, either out of respect for their wisdom or for fear of seeing that revelation again.

**System:** The vampire speaks and his player spends a Willpower point and rolls Manipulation + Occultism (difficulty equal to the listener's current Willpower). If several listeners are present, the player rolls against the highest difficulty. If the test is successful, the listener is immobilized for the scene while contemplating what he heard. Violence against the victim ends the effect. At the end of the scene, the revelation is gone, although the target experiences a permanent +1 difficulty to harm or act against the Son of Osiris or a specific subject or group defined during the Revelation.

### ••••• • **Sense the Pillar**

Usually, the Children of Osiris usually work alone because they are a lineage and do not find many brothers wherever they go. However, this power allows the meeting between brothers to be facilitated, since it links one pillar to another, instinctively guaranteeing a direction to a Children of Osiris if he wishes to visit a brother's Pillar.

**System:** When the Penitent creates the Pillar of Osiris,

he can use this power. It consists of spending an entire night meditating, concentrating the Pillar's energy in a distant prayer for Osiris to guide his brothers and link other Pillars to this one created by the Penitent. After this prayer, the Penitent must rest and the following night return to the Pillar. When present, he will be able to mentally join Pilar himself, identifying possible other zones of calm and peace, created by other vampires who possess Bardo.

To identify the Pillars, a Perception + Empathy roll (difficulty 8) must be done. The number of Pillars identified is related to the Humanity of the Penitent who is looking for them. Once identified, the Son of Osiris instinctively knows where to go to find another Pillar. The distance can be defined by the storyteller, although users of this power are usually unable to identify pillars more distant than the distance from a city.

### ••••• • **Blessing of Anubis**

The vampire cannot undo the terrible undead inflicted on him, but he can prevent it from happening to others. By making a deal with Anubis, the Child of Osiris can protect a mortal from the Embrace. If such a mortal appears before Anubis, instead of sending her back





undead, he will restore her life. The mortal then sleeps all night and day, waking up sick, but unharmed. Anubis' gift is decreed by the Penitent kissing the mortal, usually on the forehead.

**System:** Spend a Willpower point and roll the Philosophy of Humanity. If the test is successful, the target will be immune to Embrace for a number of months equal to the successes obtained. The player can spend a Willpower point to make the effect permanent. Note that this Discipline does not protect against any form of death other than Embrace and if a vampire drains the unfortunate victim until he is dry and beheaded, he dies in the same way. However, the difficulty of avoiding Derangements when killing or injuring someone under the protection of the benefit of Anubis is increased by three.

### ••••• •• **Bring the Force of the Dawn**

This is a gift taught by Anubis to Osiris to fight his enemies without necessarily having to hurt them. This power guarantees the ability to force a vampire to sleep as if it were a day regardless of time.

**System:** With just a touch and a spent Willpower point, the Son of Osiris tests Manipulation + Occultism, with difficulty equal to the target's Humanity or Philosophy. The number of successes is the number of hours the target will be sleeping magically. Any Disciplines or Blood Sorcery that protect the Cainite while he sleeps will work and defend the Cainite against this level of Bardo.

### ••••• •• **Consecration of Osiris**

The use of this power is an expansion of Link Pillars. Usually the great masters of Bardo and the Children of Osiris use this power as a way to summon their brothers with Bardo. Or assist them in the search for peace. Consecration of Osiris turns the Pillar created by the Penitent into a focus of peace where other Penitents can instinctively identify its location and direction.

**System:** As with Sense Pillars, this power must be used in the same way. With the difference that the owners of the linked Pillars also gain the ability to know that they were linked and to identify the direction of the central Pillar that made it. The same test and system must be used to perform this power. This power has effects only for those who have been inside a Pillar and have at least one point in Bardo.

## **How the Physical Discipline's Work?**

In Vampire the Classic Era, 20th Anniversary Edition,

Storytellers will be able to choose whether to implement the operating system of the Physical Disciplines used in previous versions of Vampire, as in the Marquerade and Dark Ages or to use level variations to further diversify more the game. It is up to the storyteller to define the preferences for the game.

It is recommended that the Storyteller uses only a single version and does not try to combine both versions in one, as this would unbalance the game, making the Physical Disciplines much stronger than they are. In any case, prioritize the consistency of the chronicle and the fun of the players.

## **Celerity**

This power is capable of transforming the vampire into an extremely skilled and fast creature. Fast characters move almost invisibly in explosions of inhuman speed at higher levels. This allows for remarkable performances, quick and frightening murders and long distance travel in a few hours.

### • **Feline Gift**

With Feline Agility, a vampire can spend one blood point and gain extra actions. Feline Agility allows a character to be a little faster than normal, and can perform multiple actions without taking penalties, depending on their Celerity level.

**System:** Using this power requires one blood point for each desired action. Each level of Celerity will grant an extra action without penalty for one turn, although for each activation, the character will always expend only one blood point. This power allows the use of physical actions only. Mental actions such as Dominate, Presence and others cannot be used.

Feline Agility can usually only be combined with other Physical Disciplines. When used with other Rapidity effects the character will have to decide how many Discipline points to split for extra actions and how many points to split for the other effect.

Opponents suffer +1 difficulty at a maximum of 9 for every two levels of Celerity the vampire possesses, to defend or attack. Characters with Advanced Reflexes (Rapidity 2) cancel the effects of this difficulty more easily. Vampires with the same Discipline of Swiftness rating do not suffer the difficulty penalties against their opponent during extra actions. Characters with Feline Agility do not add Celerity to initiative. Using extra actions for running only doubles Celerity as extra meters traveled during the turn.

**Example:** Naevia has Celerity 3 and wants to take three extra

actions. By spending 3 blood points, Naevia uses Quickness. Once she activates Feline Agility, Naevia will gain +3 actions in addition to her standard action. If she takes all her actions to attack a target and the target wants to defend herself, she will suffer a +1 difficulty penalty for being able to defend an attack.

### • Natural Celerity

While Feline Agility allows a vampire to be swift temporarily, Natural Celerity does it all the time, at no cost.

**System:** This power does not require the expenditure of blood points and the effect is always active. With Natural Celerity, a vampire gains an amount of dice equal to her Celerity level for all rolls involving the Dexterity Attribute. Natural Celerity can be used with Feline Agility, though the character must split his Celerity points for each desired effect. It is not possible to use the maximum potential of the extra actions and keep the additional data in Dexterity. Only characters with Natural Celerity can add Celerity to the initiative.

**Example:** *Theodoris has Celerity 3, so he gets +3 dice for any Dexterity rolls he makes. Theodoris doesn't win as automatic successes, only during rolls. If he has Feline Agility, he could split two points for extra actions and keep one point for Natural Celerity. In practice, he would have 2 extra actions and 1 extra die during Dexterity rolls.*

### •• Relentless Runner

Relentless Runner allows a character to focus his speed so that he multiplies the distances covered in a turn. Specialized capture Assamites often use this power, generating relentless pursuits across the roofs of Rome's houses. Hunters value this power.

**System:** The character must spend two blood points to activate the power. Using Relentless Runner allows the vampire to multiply his speed by his Celerity value per turn, in yards. Each subsequent turn using this power, extra blood points are spent. Unlike other Celerity effects, Relentless Runner doesn't allow combos with offensive powers. Additionally, it cannot be used in conjunction with extra actions. Effects like Rodent Evasion can be used in conjunction with Relentless Runner.

**Example:** *In a race, by having Dexterity 3, Gaius naturally runs 29 meters per turn, according to the race rule (see Chapter 7). With this power, Gaius would run 58 meters per turn (Celerity vs. Speed).*

### •• Advanced Reflexes

There are Cainites with fascinating reflex abilities and certainly Advanced Reflexes is the reason for this. In Advanced Reflexes, a vampire can focus his speed on

### Tradicional Celerity

If you have chosen to use the same Celerity as described in previous vampire versions, consider that Celerity only varies levels from 5. Up to level 5, Celerity is limited to division of actions, addition of Dexterity rolls and penalty reduction per movement.

**System:** Characters can reflexively spend a blood point to ignore the difficulty penalties for multiple actions up to their Speed points for the turn. For example, a character with Celerity 3 takes three actions before suffering +1 difficulty with multiple actions. This would not reduce the dice pool, however. Several of these additional actions equal to half your Celerity (round up) can be attack actions.

Finally, by spending a blood point, he can multiply his movement speed by 1 plus his speed points. In combat, this lasts for one turn. Otherwise, the scene lasts. Characters add their Celerity level to their Dexterity-based dice pools, including during the Initiative, although they need to decide whether to split the actions or add their Celerity rating to the actions they take. It is not possible to use both utilities. Add your Celerity level to the number of yards or meters you moves in one turn.

perception of facts, but not necessarily on physical actions. In practice, Advanced Reflexes makes a vampire see everything slower.

**System:** Reflexively, a vampire with Advanced Reflexes can spend one blood point to activate it. When active, the vampire focuses his Celerity on Mental checks, allowing him to keep up with speeds greater than himself. Half of his Celerity (rounded up) is added as extra dice to Perception and Wits, although the user of this effect has to decide which Attribute to allocate those points to.

When active, the power allows you to track multiple enemies without taking action penalties or avoiding being caught off guard in an ambush. Advanced reflexes don't guarantee body speed, but mental speed. Characters



with this effect can track an amount of opponents equal to their Celerity level without taking physical penalties. Penalties are only applied if there are more opponents than your Celerity level. Additionally this power ignores the limits imposed by Generation.

The great asset of Advanced Reflexes is being able to keep up with the speed of other characters with Celerity without taking the penalties imposed by Discipline, such as increased difficulty. Compare the Celerity levels of both and apply the penalty according to the difference between the opponents.

**Example:** Patroclus has Celerity 2. In order for him to suffer penalties against more than one opponent, 3 characters are required to attack him at the same time. However, if Patroclus encounters an opponent with Celerity 4, he will suffer a +1 penalty according to the difference in Celerity between them to keep up with his speed. The same goes for stock splits. On top of that, when activating the power, Patroclus can decide to invest 2 points in Wits or Perception or split between them.

### ●●● Projectile

While some believe that speed is just movement, others manage to turn it into Strength. Projectile allows a Cainite to apply his speed to objects he throws, forcing them to hit their targets with greater power than a long arc.

System: Activating this power requires a blood point. Then, choose a value by which you want to reduce your character's Celerity on the turn. When launching a weapon normally, if successful, add this number as automatic successes to the damage dice pool once you hit the target.

### ●●● Rodent Evasion

Some use this power as an extension of Relentless Corridor. Neonates used it as well as Assamites while hunting their prey. This power only works while the character is running, as it guarantees automatic successes in physical tests involving Dexterity and Athletics.

System: While running, the character concentrates and spends a blood point. The effect of power lasts for one scene. Celerity points become automatic successes in Dexterity and Athletics checks. This can be used for jumping, dodging, acrobatics and others. Steep surfaces are no longer a challenge and vertical surfaces can with some effort be ignored. Some believe that this power allows walking for a few meters on liquid, but thick surfaces.

In theory, the character would have to keep running for it to work on such surfaces. At the discretion of the storyteller, the character can run an amount of turns

equivalent to the points of Celerity he has, on liquid surfaces, including water as if they were solid.

### ●●●● Momentum

Those who understood the projectile concept probably improved it, creating Momentum. With Momentum, vampires began to transform their speed into strength. An aspiring Master of Celerity can concentrate his speed on an instant of supernatural strength, allowing him to briefly lift things that no human being would ever be able to do, or to hit with deadly force even the toughest opponent.

System: Activating Momentum requires the use of two blood points. When in use, Momentum adds Celerity points as extra dice on tests related to the Strength Attribute. In combat, the difficulties of dealing damage to an opponent are reduced by 1. Momentum lasts for only one turn and activating it again requires the same expense of blood points.

### ●●●● Acceleration

Some Masters of Celerity have developed Acceleration inspired by the ancient Brujah techniques related to the Temporis Discipline. Apparently this is one of the effects of Celerity that initiates the idea that the control of time is nothing more than a refinement of speed. With Acceleration, a character's perception of speed is always there.

System: Although not always active, this power is reflexive and requires the cost of just one blood point. Acceleration allows a character with Celerity to always act first in a turn. Characters with equivalent levels of Celerity roll initiative normally. In the case of characters competing faster than the vampire, then the one with the higher level wins the initiative. Acceleration doesn't work against ambush attempts.

**Exemplo:** Justinianus and Demétrius have Acceleration. However, Justinianus has Celerity 6 instead of 5. For superiority, Justinianus would act first in the turn. In the event of a tie, both will roll their initiatives normally.

### ●●●●● Gift of Hermes

Gift of Hermes has become one of the most effective evolutions of a Celerity power. Discipline masters manage to increase speed even more to spectacular levels. They lessen the efforts made to be fast.

System: This power is a refinement of Feline Gift. It allows the vampire to use Celerity by spending only half the blood points. That is, a character with Celerity 6 who was using Feline Gift would spend only three blood points

instead of six (rounded down). This power requires that a character with Celerity has Feline Gift, as well as other similar physical powers.

### ••••• Flawless Counterattack

This power is a boon for Cainites who are not martial-minded, allowing them to react quickly to threats received and defend against them. More aggressive Cainites may scoff at this power, but Flawless Counterattack ensures that even a Cainite with only minimal combat training can get the most out of him in combat.

**System:** Before using this effect, the player must decide how many defensive actions the character will use up to the maximum of his Celerity. Because it is considered to be the use of Celerity, blood expenditure exceeds the generation limit and for each action used, one blood point is spent.

The character cannot perform any other actions while using Flawless Counterattack, but each defense obtained with this power is considered to have automatic success on Dexterity + Athletics, Brawl, or Melee checks for attempts to dodge or defend. The player must decide which attacks to use a defense or dodge against and which ones he will not use before the opponent's dice are released. This power only includes the character's natural Dexterity.

***Exemplo:** Marco has Dexterity 2 + Athletics 2 or Brawl 3. Automatically he will have 4 automatic successes for dodging and 5 successes for defense or dodge against his opponents. If in a conflict, Patroclus wants to hit him, then he needs to have 5 or 6 successes in the dice check.*

### ••••• • Mercury's Feet

Some believe that this power is a grandiose evolution of Relentless Runner, allowing the vampire to maintain his Swiftess much longer and run huge distances without too much trouble. This power made possible some escapes, messengers to work quickly and captures of criminals within the Cainite traditions.

As long as the character is dedicated to escaping, he can cover enormous distances in a single night. This power is used a lot, mainly to replace horses and slow chariots or even birds. The most significant benefit this has, however, is a virtual inability to be tracked. When a Cainite summons Run in Mercury's Footsteps, however, the only evidence of his death is himself.

**System:** This power costs three blood points per night. Kindred "walk" at a speed of 80km per hour, increasing 10km for each Celerity level above this power. This effect

must be used for at least eight hours, meaning that Kindred can travel a distance of at least 600 kilometers. Less and power doesn't work. The vampire finds a race pace and stays at it for the full time of the power. If the vampire takes too long, he won't be able to keep up and will need to start using the power again. To keep pace, the narrator may ask for a Dexterity + Athletics roll (difficulty 8). Success is needed to keep pace.

### ••••• • Celerity Refinement

Normally, a user of Celerity must decide, at the beginning of a shift, how many actions he will perform or which power he will use and pay the cost in blood at that time. Some masters of Celerity have managed to refine the Discipline to the point where they can use their innate speed of blood as a reaction to events, controlling how quickly they move and how much blood they spend. For Cainites with little blood, this can be a great benefit, as they can ensure that no action (and therefore no blood) is wasted.

**System:** If a character has Celerity Refinement, the player does not need to declare at the start of the turn how much their character's Celerity is activating. Instead, the character can perform extra actions or any other level as appropriate during the turn. The player simply spends blood as needed when he wants the character to take the desired effects or additional actions. It cannot perform more actions than normally allowed, nor can it use more Celerity effects than the Discipline rating, and the actions cannot be performed at times when the extra Celerity actions cannot be performed (therefore, no action defensive of Celerity before everyone else has acted).

### ••••• • Flower of Death

With this destructive ability, the vampire masters the use of his speed in combat situations. Every blow falls exactly where he wants it. Some believe that this power is a major evolution of Precision, along with extra actions.

**System:** Flower of Death costs four blood points, but the effect is spectacular and worth the cost. Once the power is in effect, bonus dice for the vampire's Dexterity checks is added to each attack dice stop the character makes, even if the check does not use Dexterity, until the end of the scene.

In addition, even if the Cainite uses some of his Celerity points for extra actions or any other level of Celerity beyond this during the scene, that extra dice will still be available. The effect is limited to melee attacks or melee weapons. Bows and other ranged weapons



are excluded, but additional attacker dice is not used for damage rolls. Death flower is not cumulative, it is impossible to create “layers” of this power and obtain charts of astronomical dice.

## Chimestry

This Discipline gives Ravnos control over illusions. Nobody knows where the power comes from. Many Ravnos attribute this to the self-enlightened state of seeing beyond the maya of the world. However, even those who do not believe in the illusions of reality can easily manipulate the illusions. Some European Ravnos believe that the power comes from their founder to drink the blood of the fairies, but the truth of this statement is as ephemeral as the illusions that the power controls. Regardless of the truth, quacks use Chimerism as a powerful tool for dealing with the world around them.

Discipline allows Ravnos to shape reality according to their own vision and will, creating realistic illusions and ghosts to confuse the senses or deceive the minds of their victims. Both mortals and vampires are victims of these illusions, unless the vampire has learned sufficient levels of Auspex (see page 156). Chimerism victims can see through illusions if they can “prove” the falsehood of the illusion (for example, a person who tries to lean against an illusory wall and passes through it will no longer see the wall), and incredible illusions (for example, monsters arising from the sea, or flying horses) give the victim a chance to realize their falsity with a Perception + Alertness roll (difficulty 6).

### • Ignis Fatuus

The vampire can create simple static illusions that can confuse a single sense. For example, it can create the sound of horse hooves, the smell of hay, the appearance of shiny jewelry or even the feeling of a hand pushing into a pocket. Although tactile illusions can be felt, they cannot harm anyone or cause any real harm.

System: The player spends a Willpower point. Creating the illusions takes an action of the vampire. The kainite can create illusions in an area of approximately 7 cubic meters per point that the vampire has in Chimestry, and the vampire must be able to feel the area in which he creates the illusion. For example, it cannot create the illusion of a coin inside a box unless it can see or feel the inside of the box, but it can create the sound of coins rattling if the box is shaken. The illusion remains until the vampire decides to end the illusion or leave the area.

### •• Chimera

Chimera allows the vampire to create static illusions that affect any or all of the senses. The vampire can create the illusion of a weapon with a hard blade to the touch, or a soft flower that exhales a sweet scent. They are only illusions, and a sword will pass straight through someone if it is thrown. An image created in this way can be completely stationary, as in Ignis Fatuus, or it can move naturally when an item can be carried by a person or a sword will appear to be attached to the sword’s belt.

System: The player spends a Willpower point and a blood point to create the illusion. It must choose at the time of creation whether the illusion is completely stationary or whether it is linked to a person, place or animal and will remain so for the duration. These illusions follow the same rules of creation and area duration as the Ignis Fatuus illusions.

### ••• Phantasm

Phantasm allows the vampire to move an illusion created with Ignis Fatuus or Chimera. Thus, the user can create images of a fire, a living being in motion or even a flag fluttering in the wind.

System: After creating an illusion with Ignis Fatuus or Chimera, spend a blood point to make the illusion move. As long as the vampire focuses on the illusion, he can make it move as he wishes, within reason. It can make the illusion of a person appear to move and speak as if it were real, or it can create the illusion of a palace with wind curtains and red tapestries on the floor. If the vampire wishes to perform any complicated action in addition to maintaining the illusion, he must first succeed on a Willpower roll. If the test fails, the illusion will dissipate completely.

Once the breeder stops focusing on the illusion, he can continue in simple, repetitive movements that could be described in a simple sentence, like a horse nervously pacing the ground. After that, the illusion cannot be controlled by the creator. He can allow him to move as instructed for the last time or dispel him as with Ignis Fatuus.

### ••• Overestimate the Senses

By stimulating all five senses, a Ravnos can physically attempt to incapacitate a target. The target can become conscious, moving and even talking, although if the Ravnos can really harm him, he will remain unable to act through the scene.

System: The character rolls Manipulation + Occultism against the target’s current Willpower. The power lasts for one turn, although the Ravnos can spend blood points

to extend the duration. Each success guarantees one Lethal damage to the target, although he can try to resist with Stamina + Fortitude (difficulty 8). The effect can stop the moment the Ravnos wishes or disagree. The difficulties for the target's actions increase by +2 while the Ravnos has this power active.

### •••• Permanency

Like Phantasma, this power is also used in conjunction with Ignis Fatuus or Chimaera. It extends the duration of the illusion indefinitely, even when the vampire is not around to maintain it. In this way, the Ravnos can create elaborate illusions of majestic affairs with guests, like a patrician meeting in the senate without even having to be there to witness the impressions of their victims.

System: The player spends a blood point to make the illusion permanent until dismissed (this includes "programmed" illusions with Phantasma).

### •••• The Essence of Truth

This power can worry many Nosferatus or users of the power of Obfuscate, as it is capable of undoing illusions or even powers from other Ravnos who are trying to play a trick with Chimerism.

System: If Ravnos is aware or has reason to suspect a use of Chimerism or Obfuscate, he can use this level by

concentrating and spending two blood points. Then, make a Wits + Subterfuge roll, difficulty equal to the target's Manipulation + Subterfuge. If he succeeds, the Obfuscate or Chimerism effect will be undone by a scene. This power is not able to undo higher levels of Obfuscate in relation to the level of Chimerism of Ravnos that is using it. The same goes for other powers that use Chimerism. The storyteller is the final arbiter to say whether the reason for distrusting that Obfuscate or Chimerism is valid.

### ••••• Hades Blades

With extreme concentration, the Ravnos create an illusory blade that looks real and can inflict terrible wounds on their enemies. Eastern Ravnos use these blades to fight demons in their homelands. European Ravnos find the blade equally useful in dealing with their own demons.

System: When creating a Blade of Demons, the player must spend one Willpower point and one blood point per die of damage the weapon deals (in addition to the wielder's Strength). The blade instantly appears in the vampire's hand and she can use it in the same turn.

The blade lasts for one scene and inflicts aggravated damage. Once the blade is created, the vampire cannot spend any more blood to increase the blade's damage





dice. Also, the created blade cannot inflict more than one die of damage than a normal blade of this type (ie, a knife cannot inflict more than Strength + 2). The character must also follow the rules of his weapon. A Sword of Strength +7 will charge a vampire at least Strength 5 to lift it.

If the blade falls from the vampire's hand, he must spend one blood point to keep the illusion from dissipating. Spending blood will cause the blade to remake in your hand. Blade damage does not disappear when the blade illusion disappears.

### ••••• Cruel Reality

The vampire now has the ability to refine his tricks into very realistic piercing illusions that affect only one person. The illusion is so real that the victim fully believes in its reality, to the point of suffering damage from it. As such, an illusory wall would prevent the victim's escape and an illusory fire would burn the victim. This power affects only one person, but everyone can see the illusion that he suffers. Other people may try to convince the victim that the illusion isn't real, even though the victim has difficulty believing them. A victim with Auspex can still try to see through the illusion (p. 156).

**System:** An illusion of Cruel Reality costs two Willpower points to create and lasts for an entire scene. The player must declare a victim when the illusion is created. If the character is trying to harm his victim, his player rolls Manipulation + Subterfuge (difficulty of Perception + Self-Control/Instinct of the victim). Each success inflicts a level of lethal damage to the victim that cannot be absorbed. If the user wants to deal less damage or bashing damage, he can declare a maximum amount of damage or damage type before rolling the dice. Side effects (such as frenzy rolls for phantom fire) can also occur.

The victim can escape the terror of Cruel Reality if he can be convinced that the illusion is not real. This requires at least two successes on a Charisma + Empathy roll (difficulty equal to the vampire's Manipulation + Subterfuge using Cruel Reality). If the target is convinced the illusion isn't real, the illusion's terror will no longer affect him. The illusory walls no longer hold you back and all damage is healed.

If the target has taken damage from an attack due to Cruel Reality, it must be convinced of its illusory nature within 24 hours of the attack. Otherwise it becomes too well established in his mind and he must heal you with blood (if he is a vampire) or with time (if he is mortal). This power cannot actually kill its victim. A victim "killed" by an illusory attack loses consciousness or goes into torpor.

### ••••• • Perfect Reality

While in Cruel Reality, Ravnos has the ability to create real nightmares inside their minds, Perfect Reality works the other way around.

Cruel Reality acts as the victim's enemy. An illusory wall would prevent the victim's escape, an illusory fire would burn the victim, and a stake would paralyze him. Perfect Reality makes its victims believe that all their plans are turning out exactly the way they planned them, yet that they are working too hard to make them work. As in Cruel Reality, this power affects only one person. Other people will not see those events and may find the victim's lunatic behavior strange. Other people may try to convince the victim that the illusion isn't real, even though the victim has difficulty believing them. A victim with Auspex can still try to see through the illusion.

**System:** Perfect Reality costs two Willpower points to activate. Once created, the player must choose a target and make a Manipulation + Subterfuge roll (difficulty equal to the target's Willpower). Successes detract temporary Willpower points from the victim, as if you were mentally draining the victim from having worked so hard and been so successful at her tasks.

As in Cruel Reality, the victim can escape the illusions of Perfect Reality if he can be convinced that his successes are not real. This requires at least two successes on a Wits + Empathy roll (difficulty equal to the vampire's Manipulation + Subterfuge using Perfect Reality). If the target is convinced that the illusion is not real, all the euphoria will no longer affect him, however he will only regain half of his lost Willpower points.

If the target has suffered damage to its Perfect Reality Willpower, it must be convinced of its illusory nature within 24 hours of the attack. Otherwise, it becomes too well-established in his mind and he must rest immediately (if mortal) or fall into Torpor (if vampire). This power cannot really exhaust its victim. Characters who feel exhausted, spending all Willpower points at the most, faint from fatigue

### ••••• • Faatus Mastery

Understanding the vampire's reality gave him mastery over creating illusions. Ravnos has no limit on how many times he can create illusions with the first three levels (Ignis Fatuus, Chimera and Phantasma) and can maintain his illusions with minimal concentration or fatigue.

**System:** Faatus Domain denies the need for Willpower and the cost of blood to use the first three levels of

Chimistry. In addition, Cainite is able to direct the movement of a series of illusions equal to his Intelligence without intense concentration. He can maintain his illusions as long as they remain within his Willpower rating in miles (1.5 times the rating in km). However, he cannot get them to react to the events around him if she has no way of perceiving those events.

### ••••• • False Resonance

Illusions of living or non-living entities are all pretty concrete until someone decides to read the illusion's mind or see the aura. The automatic failure to sense any perception of the target's thoughts or emotions will normally be mistakenly seen as bad luck or simple lack of concentration, or any other reason the Cainite can build to explain why they failed to gather information through supernatural means. .

A Ravnos who uses False Resonance can put auras and thoughts on illusions, just as they leave a trail that other emotionally resonant powers can detect.

System: This power is automatically applied to any other use of Chimistry at the user's discretion. Any attempt to use Auspex or Dementia's Eyes of Chaos power that generates five or fewer successes will detect an aura, thoughts, Behavior, or anything else these powers would normally detect.

Thoughts will not be exceptionally complex, and will relate to anything around the illusion in a simplistic and mundane way. Auras will consist of colors referring to specific emotions (anger, sadness, disgust, love and joy) and will not show more complexity than that. Spirit's Touch can pick up the same emotional resonance until the next sunrise.

### ••••• •• Illusion of Perfection

When a Ravnos master acts, his illusions are so perfect that they even convey sensations and influence a person's emotions. Illusion of Perfection conveys a sense of emotional radiance that comes from the Ravnos' illusion.

System: This power costs three blood points and must be used in an illusion the Ravnos is imbuing its targets. He is able to affect a number of targets equal to his Wits + Empathy. The conveyed illusion also creates a fictitious "aura" or sensation in your targets. The aura can convey an illusion of fear, happiness, love, or anger.

Once he chooses the emotion he wants to convey, the Ravnos rolls Manipulation + Subterfuge (difficulty equal to the target's Wits + Alertness). In the case of a group, consider the highest rating as a parameter of difficulty.

Successes increase the intensity of the emotion felt, transforming the illusion into something even more real than usual. This power also takes one die per success to resist the effects of illusions. This dangerous power hinders the targets' attempts to find ways to break the Ravnos-created reality.

It must be remembered that this Discipline is still an illusion. The emotions felt by the target are not real. It's a simulation, unlike Presence, that imbues its targets with real emotions. Therefore, a victim of this power who perceives that he is overreacting can make a Perception + Empathy roll (difficulty equal to Ravnos' Intelligence + Subterfuge) to break the emotional effects he is feeling. In practice, an immortal who tends to be very calm and feel wildly frightened could easily notice this, if not by using powers like Auspex or Fortitude.

### ••••• •• Distant Illusion

The Ravnos use this power as a breach of the limitation of their powers. The vampire can project his illusions in any space he can see or imagine. Normally, the vampire must see or be able to view the location in some way to project an illusion there. With this power, the vampire is able to project illusions based on a description, painting or drawing, although this is much more difficult to accomplish.

System: The difficulty of using the Distant Illusion is based on the user's familiarity with the location. The player must make a Perception + Subterfuge check to affect the location. If the test is successful, Ravnos can then use any other Chimistry powers within the location.

Difficulty	Familiarity
6	Someone's refuge or seeing the desired location with another supernatural power.
7	Visited site three or more times.
8	Visited once or saw from of the memory of someone who is very familiar.
9	Location described in detail or drawn and painted on a painting.

### ••••• •• Suspension of Disbelief

A Ravnos with this power can embed in his Chimerism a sense of reality that makes it easier for viewers to believe in the illusion. No matter how strange or surreal, the



target will accept it as real. If the illusion is absurdly unreal (like dragons spitting fire or a group of Gods fighting), and is no longer in sight, the observer will question what he saw and possibly deny the event, as if it had never occurred. A Ravnos can also use this power to make something look unbelievable, whether it is real or not. In that case, observers will consider what they are seeing as some kind of trick or hallucination.

**System:** The player rolls Manipulation + Subterfuge (difficulty 7). The number of successes determines how many witnesses will be affected. If the player uses the power to make something look unbelievable, Auspex will show that something in question is an illusion, unless the level of Auspex is high enough to penetrate the Ravnos Chimestry.

Successes	Result
1 Success	Five people.
2 Successes	10 people.
2 Successes	25 people.
4 Successes	50 people.
5 Successes	Everyone who succeeds see the illusion.

## Daimonion

Known for being used mainly by the frightening Baali, this Discipline brings energies and powers directly from the darkest pits of hell into the hands of the Cainite. Daimonion is about using Cainite blood in conjunction with hellish powers to bring disgrace and chaos to the world, understanding your enemies with the palm of your hand and disgracing them with your words.

Members of the Baali lineage are extremely dangerous for this power, as it can bring innumerable problems to the Cainites and the enemies of the Baali. Characters with True Faith are more resistant to the darkness of Baali. Subtract the victim's True Faith rating from all checks to activate the Daimonion's powers against it. This includes secondary target checks, such as the test to hit with Essence of Torment.

### • Dependence on Egoism

At this level, the Baali is capable of creating an addiction to a human, making him desire that more and more. Baali can do this by suggesting a conversation with the target and instigating him to commit the first act of addiction. After the target performs the act, he will be hooked.

**System:** Baali needs to talk for at least five minutes with

the target. Rolling Manipulation + Empathy (difficulty equal to the target's current Willpower or Philosophy for Cainites). The Baali must then instigate some addiction, be it alcohol, violence, lust, envy or any propensity that that human or Cainite may have.

Successes define how well Baali can influence its target. With a success, the target will perform that addiction once a month, be less dependent and can avoid it. With two successes, the target must spend Willpower to avoid the addiction in question, trying to accomplish it at least once a week. With three successes, the target becomes dependent, performing every three or four days, but can still spend Willpower to avoid. With four successes, the target will perform that addiction almost every day, needing to roll Willpower (difficulty 6) to avoid and spending a point. With five successes, the target becomes completely dependent, performing their addiction every day, spending a Willpower point to resist and rolling (difficulty 8). Vampires can resist power by spending a Willpower point to temporarily ignore addiction.

### • Sense the Sin

This may be one of the cards in the sleeve that the Baali present in their moments of manipulation to try to mentally torture someone or take something for their own benefit. This power allows the Baali to find a target's specific addiction and harvest its secrets with a glance.

**System:** Roll Perception + Empathy against living or undead beings. The difficulty is equal to the target's Self-Control or Instinct +4. The success indicates that Baali has acquired an insight into the target's weakness. With success, this is information such as a low Virtue, weak Willpower or recent actions that violated the target's Philosophy. Two successes can yield a recurring addiction or a casual secret. Three or more show a major Derangement or formative trauma from the subject's past.

### •• Feed on the Disgrace

This power turns the Baali into a vicious vessel, stealing Willpower from its targets each time they try to resist an addiction. The Baali uses the Dependence on Egoism, becoming the receptacle of Willpower, linking his infernal energies to the vices of the people he harms. This power can only be acquired in conjunction with the first level of Dependence on Egoism.

**System:** After addicting a victim, Baali must talk to his target again, causing a very strong emotion, so that it can mark that target's memory. In the case of a hedonist, Baali could participate in bacchanals with the target

and make him remember this moment for the rest of his life. The Baali will then spend one Willpower point.

From that moment on, Baali will recover one point of Willpower every night when sleeping. This power works power only works for a week and it can only be fed by an amount of humans equivalent to the previous generation that the Baali has. When the power effect passes, Baali will need to perform the same process. Use the same effects as the primary power in conjunction with it. Vampires are more resistant to this effect and cannot have their willpower stolen based on addictions. This power is extremely functional in mortals.

## ●● Fear of the Void

Together with Sense the Sin, this power makes the victim, already sorry for his mistakes, remember to hear of his past mistakes, said by Baali. He uses his traumas, fears, regrets against the victim himself in order to harm him mentally and emotionally, making him freak out with fear or anger. With just one conversation, Baali can destroy a healthy mind.

System: The Baali must first successfully use Feel the Sin or another method to learn the target's secrets or fears. He must then speak to the target, mocking his insecurities with his tone. A successful Wits +

Intimidation roll (target's Courage difficulty +4) leads the victim to furious attacks of terror. Two successes cause an outbreak of panic similar to the Röttschreck, while three cause a temporary Derangement (choice of the Storyteller) and four or more cause catatonia. All effects last for the rest of the scene. Mortals and supernatural creatures linked to strong emotions (such as fae or ghosts) cannot challenge this test; other supernatural creatures can make a contested roll of Courage (difficulty equal to Baali's Willpower).

## ●●● Conflagration

Baali manages to raise his hands and bring the first infernal representations from it. Blackened flames, black rays or tentacles come out of your hands, hitting your enemies causing serious destruction in their bodies.

System: Spend a blood point. The character picks up the infernal pain in his hands, most commonly, it manifests itself as a ray of black flame, but lightning in sickly tones or smooth black tentacles are also common. Regardless, the power creates a missile that inflicts increased damage. More blood points can be spent to increase the size and damage of the fire, with one die per point. The absorption difficulty is always 6 in the case of this power, not following the fire table, described





in Chapter 8.

The player rolls Dexterity + Occultism (difficulty 6) to hit the target, which can normally dodge. As with any normal attack, successes increase the damage dice pool. Vampires confronted with this power do Röttschreck tests (with difficulty 8), regardless of the form of the power. Interestingly, this power is doubly effective against demons and other spirits, whose bodily forms react badly to the substance of torment. Against these creatures, each blood point becomes two damage dice instead of one.

### •••• Psicomaquia

The Baali know the manipulation games and play to win. With this power, the vampire combines the ability to read a victim's psyche with the ability to rip spiritual material. Psychomachy breathes hellish life into the target's addiction, forcing the victim to act like the hero and literally fight his inner demons.

System: After successfully using Feel Sin, the vampire forces the target to roll their lowest Virtue (difficulty equivalent to Baali's Willpower). Failing this test brings any Derangements the target has, pitting them against a personified appearance of the victim's addiction summoned from their darker self. A critical failure indicates that the target has been dominated and has gone into a frenzy, or has been possessed by its evil copy. Failure results in a literal struggle between the two, although this can take the form of any conflict, as an abusive argument rather than a physical battle.

The aggressor is a storyteller character with similar

or slightly inferior traits to the victim. Targets with a low Philosophy score face significantly more powerful opposition (+1 on all characteristics for each Philosophy level less than 5). The wounds inflicted by the mind are illusory, although they can force a mortal to catatonia or a vampire to torpor after a phantom "death". The ghost disappears with Baali's defeat or loss of concentration.

### ••••• Condemnation

The Baali relish the opportunity to import dark energy into the common world. With this power, the Baali cast a curse on their victim, using the tormented power of their blood to work their will on destiny.

System: An Intelligence + Occultism roll (difficulty equal to the target's Willpower) determines the duration and severity of the curse. Successes should be divided between these two effects, as shown in the sidebar below. Curses with zero successes attributed to the duration of one night. The Baali may decide to end the curse at any time, but they rarely do so. Storytellers should feel free to invent curses that are creative or appropriate to the story.

With five successes, a Baali can pluck a demon from a mortal host or relic and hurl it back to Hell, but they only do it against the most obstinate. Typically, five successes are curses and effects impossible to heal. Only the most fervent, with the ability to stop a curse, could help a character affected by it. Or perhaps the powerful Valeren Discipline, practiced by healers Salubri.

### ••••• • Infernal Investitures

The power inherent in the Baali's blood becomes

## Condemnation

Suceses	Time	Effect
1 Success	One Week	"Your lightest steps are like children's footsteps." - All Stealth checks have +3 difficulty.
2 Successes	One Month	"Sick and wither, and feel the weakness of your blood." - The difficulty of all Stamina checks increases by two, or the vampire loses four absorption dice.
3 Successes	One Year	"Live forever in fear: those you respect seek your betrayal." - The vampire suffers an increase in Social check difficulties, or the character cannot benefit from Allies or Contacts.
4 Successes	Ten Years	"Feel the godling in your veins crushed, and your future progeny is gone." - The character cannot Embrace children or create ghouls.
5 Successes	Permanent	"Disgrace will befall you, and your mistakes will become fatal and final." - Simple failures are considered critical failures.

manifest, and the Devil takes his place as a Lord of Hell. The investment remakes the Baali in the form of darkness, expressing it according to their needs. Some Baali are transformed into monsters in the purchase of this power, but others have a vision of beauty and perfection. This power can be purchased several times, each purchase giving a different investment.

**System:** The most typical manifestation of this power incorporates immunity to the damaging effects of fire, although other powers are available. Many of these tributes assume glorious degrees that cannot be hidden or denied when applied to the Baali. This Discipline cannot overcome three of the curses of vampirism: fire, sunlight and blood for sustenance. In the end, what the Baali receives is at the discretion of the storyteller and the player.

### ••••• • **Devil's Tongue**

Baali concentrates the weight of Hell on his victim, leaving him forever scarred and contaminated by the overwhelming exposure. This destroys your fundamental victim identity and leaves you impure and weak. It also leaves him particularly vulnerable to the Baali's dark temptations. Powers like this only help Baali to use his temptations against his slaves. Yes. Those affected by the powers of the Baali usually become slaves to evil.

**System:** The Baali must speak the dark truths of the void to his victim. When he opens his mouth, the language of Hell comes out. It is undecipherable by worldly methods, and even Baali himself doesn't really know what he is talking about. Spend a Willpower point and a Manipulation + Empathy roll with a difficulty equal to the victim's current Willpower points. Each turn, you can make an additional roll by spending additional Willpower.

The Devil's Tongue takes effect when you have a number of successes equal to the victim's Willpower points. Once successful, the victim loses a point in his Philosophy. Place a mark next to the lost point in Philosophy. As long as Philosophy remains lost (for example, the character did not recover it in the way he normally would in his Philosophy), the difficulty of all the mental and social tests that Baali does against him decreases by one. This is cumulative if Baali removes more Philosophy points from the character. The use of other Daimonion powers also has its difficulties reduced.

### ••••• •• **Bring the Plague**

A Baali with Bring to Plague invokes a plague on his enemies, cursing them with a highly infectious disease that plagues both mortals and Cainites. It causes violent and painful boils that look like burn wounds that bleed

## **Infernal Investitures**

**Fire Immunity:** Baali's skin takes on a bronze sheen. He is completely immune to the flames, taking no damage from them. He is also immune to Röttschreck.

**Infernal Wings:** Pair of scaly, stunted wings break from the vampire's back. He gains two free Flight points and keeps them as a Clan Discipline.

**Demonic Form:** The vampire develops leather skin, vigorous alien musculature and razor claws. The vampire gains claws that inflict Strength +2 lethal damage and benefits from -1 difficulty reduction on all Physical checks.

**Comunhão Profana:** The Baali establish a direct telepathic link with the Dukes of Hell. He immediately earns three permanent Contacts points and can buy Blood Sorcery points and rituals without further tutelage.

**The Chained Beast:** Baali loses his Philosophy and aura, but gains immunity from Frenzy. The Beast is totally under the vampire's control and can be put into frenzy like an obedient dog for as long as the character wishes. Baali still has virtues.

when they burst. The target attracts swarms of insects and worms wherever it goes, while awaiting its inevitable death and its inevitable banquet.

**System:** The Baali must touch the initial victim to bring the Plague. The player spends five blood points and rolls Manipulation + Occultism, contested by the victim's Stamina + Fortitude. If the character has more successes than the victim, the plague sets in. A victim with the plague cannot heal by any means, naturally or with blood.

Every day, she will lose a level of health because of an Aggravated, non-absorbable wound. He can resist damage with a Stamina check (Fortitude does not apply to this check) with a difficulty equal to Baali's Daimonion points. Once the victim reaches a cumulative number of successes equal to Baali's Daimonion points, he heals completely. Characters affected by the plague lose an Appearance



point. Characters crippled by it lose two Appearance points, and characters Disabled by it lose three. Vampires can heal Appearance points as they eventually heal health levels, but mortals are scarred forever.

Those who come into contact with the victim must test Vigor with a difficulty equal to Baali's Daimonion points to resist the plague. This can be spread by touch, breathing or any body fluids. This includes drinking blood. In fact, the difficulty of resisting transmission through blood is twice as great as resisting infection by other means. Characters with True Faith are not just immune to Bringing to Prague and if they touch a victim of power, the victim is no longer contagious. In addition, add the character's True Faith to all of the victim's subsequent Stamina checks to resist further damage. True Faith is also able to heal the damage done by this power.

## Dementation

If madness shatters the soul, Dementation is the hammer for the fracture point. If madness frees the mind, Dementation is the key to the cage. Discipline allows a vampire to concentrate insanity and channel it to those around him. The elders of the Malkavian clan claim that the conscious mind is a pleasant and soothing mask, and that Discipline never creates madness that no longer exists. Instead, it destroys the barriers of self-control and conscience to release the deep, dark insanity that dwells below. Seen in this light, Dementation does not corrupt the victim's mind, it unmasks the truth of his mind for all to see. As always, Malkavians claim to know a truth that not everyone can access.

Each level of Dementation can be used only once a night on a victim. Although Malkavians are the natural masters of this Discipline, it can be used by any vampire who has a Disorder. Vampires learning Dementation will gradually develop this Derangement. If the Derangement is cured by magical or worldly means, your knowledge of Dementation becomes academic and useless. Using this knowledge presages a relapse into madness.

### • Incubus Humor

The vampire can ignite a victim's moods within sight, eroding the victim's self-control and increasing his temper to a feverish level. The vampire can select one of the four moods that govern the body and induce the emotion associated with it. The change in mood is so powerful that it reproduces effects throughout the body. Thus, the emotions of moderate irritation can turn into fury with an inflammation of yellowish bile, or a brief melancholy into a paralyzing depression with an inflammation of black

bile. These inflammations can last for days or even weeks.

System: Roll a Manipulation + Empathy roll against a target's Philosophy score difficulty (for vampires) or Willpower (for mortals). Each success extends the duration of the provoked mood. The effects can include changes of one or two points in the difficulties of the frenzy or tests of Virtue, tests to resist the powers of Presence, etc. If the effects are diagnostic and treated (Intelligence + Medicine, difficulty 8), the emotions return to normal. Each success in the treatment test cancels one of the Malkavian's lasting successes.

#### Humor

Bloody  
Yellow Bile  
Dark Bile  
Phlegm

#### Emotion

Courage, Hope  
Anger, Hate  
Melancholy  
Without emotions

#### Successes

1 Success  
2 Successes  
3 Successes  
4 Successes  
5 Successes  
6+ Successes

#### Time

One turn  
One hour  
One night  
One week  
One month  
Three months

### • Contradict

This simple power is capable of causing the most furious general to change his mind in an instant. The Malkavian suggests the target's mind using his emotion control. The emotion the target feels instigates him to do just the opposite of what he intended.

System: Rolling Manipulation + Empathy against the target's Willpower, the Malkavian may suggest that he make a decision other than that. The more successes, it means that the target takes the exact decision that the Malkavian wanted to suggest.

Usually, the victims of this power do not notice, they were suggested. Without the aid of supernatural power, it is very difficult for the target to notice such an effect. Normally mortal victims cannot notice the effects of power, while vampires can make a Perception + Awareness roll (difficulty equal to Manipulation + Subterfuge) to notice that there is something wrong and that the change of opinion was not entirely the result of their minds.

#### Successes

1 Success

#### Effect

The target is confused about

	his flat and disoriented, taking the wrong course of action.
2 Successes	The target avoids taking that course of action, something tells you that that is wrong and he it changes its plans in parts.
3 Successes	The target changes its plans, but maintains the ultimate goal.
4 Successes	The target even changes opinion and gives up on the plan original, changing until even in part the goal final.
5 Successes	The target does exactly the that the Malkavian instigated him to do, changing their plans completely.

## •• Web of Insanity

It is said that this power was developed by an ancient Malkavian who was tired of not understanding people's minds. The vampire with this Discipline can glimpse through the web of the insane mind of a mortal or immortal. Characters who have access to it are able to discern whether there are Mental Disorders or Defects, which potentially facilitates any social interactions with the target.

**System:** This power costs only one blood point and requires a Perception + Empathy roll (difficulty 8). After a turn of concentration focusing on a target, the character is able to see visions related to that creature. Success allows a Malkavian to be able to visualize a Derangement or Mental Flaw the target may have.

## •• Torment Mind

A brief speech to a target allows the vampire to touch the sacred or profane within his victim, destroying the banal concerns that prevent these impulses from becoming known. These impulses are manifested as sights, smells and sounds of the divinity revealing themselves in the most mundane places. Victims report that these images tend to follow a general theme: angels or demons (or a culturally appropriate religious figure, including ancestors) dramatically narrating and reenacting the victim's greatest repressed fears and secrets.

Even if the victim ignores these views, the more

insidious is the subtle alteration of his senses. A prince's genuine sympathy can become a mocking piety, while the false lust of an Alamut ghoul becomes a consuming passion. Even if the views are ignored, the victim's confidence in his senses is completely compromised.

**System:** The vampire spends three turns talking to the victim, after which the player spends a blood point and rolls Manipulation + Empathy (difficulty equal to Perception + Self-Control / Instinct of his victim). Precisely when the visions manifest or the form the visions take depends on the Storyteller, but they inflict a -2 penalty on all dice stops for two turns after the manifestation. The number of successes determines the duration of the visions.

Successes	Result
1 Success	One night
2 Successes	Two nights
3 Successes	One week
4 Successes	One month
5 Successes	Three months
6+ Successes	One year

## ••• Eyes of Chaos

This power is largely responsible for allowing Malkavians to see through the fabric of reality, seeing responses to events, actions or objects that we did not even think existed. This ancient power of the Malkavians is what makes them so spectacular in seeing answers hidden from view.

**System:** This power can only be used when examining a complex pattern or event, such as the interactions of a vampire court or the confrontation of an army. Analyzing the splash of blood spread over the fingers or the spilling of the guts works the same way, however. The character must roll Intelligence + Philosophy (Enigmas). The difficulty varies based on the information available and the vampire's familiarity with the situation. A court in the vampire's home culture and dominance may have difficulty 5, while a foreign court (or the confrontation of two foreign armies) has difficulty 7. A completely random encounter (such as finding one of the mysterious Mages) would be difficulty 9.

The player asks the Storyteller a direct question about the situation in question. This can be virtually anything related to hidden truths. The answers are directly related to the player and the character through metaphors and images, with more successes providing a clearer and more



complete answer. A flaw produces images unrelated to the subject at hand, while a critical flaw in the test reports a completely false, yet credible response, which may explain some of the more radical Malkavian behaviors. Viable questions include, but are not limited to:

- What is the Nature and Derangement of that person?
- What is the worst choice I could make?
- What is the safest choice?
- Is this person being controlled by another?
- What is the underlying or hidden message here?
- How relevant to our overall objectives is this scene?

### ●●● Reveal Fate

Some Malkavians know that Malkav is a powerful entity and that it can reveal a possible future. That is why they open their minds to receive Malkav's blessings. However, with this power, when doing this, the Malkavian is plagued with information, images, intellectual feelings and riddles that can be useful. He can keep it to himself or use it to help other Cainites.

System: If the character wishes to have a prophecy, he can focus on patterns of fate in his surroundings. It could be some bones, smoke coming out of a burning forest, an orderly line of Roman guards, or anything the Malkavian can see as a course pattern for fate. He doesn't need to talk about his vision and he can just have it, feeling it. Then the character spends 2 blood points and rolls Perception + Awareness (difficulty 8). The prophecy process lasts for an hour. If the character is looking for simple information, he will receive visions of the destination.

#### Successes Result

1 Success	The character receives a flash accompanied by dominant information.
2 Successes	The character receives images, emotions and senses more vivid scenes.
3 Successes	The character revives some perspective scenes many different.
4 Successes	The character wins up to even instincts of how to avoid or cause that future to happen.
5 Successes	The character revives complex that moment when your mind, knowing all minimal details of

that future.

The character can reduce the difficulty of the roll by 1 by spending Willpower for vision. This Willpower does not guarantee success, it just reduces the difficulty of vision. He is also able to have an instinct to deal with situations that lead to even happening. The Malkavian cannot create prophecies, but he can alter or follow the same course of destiny until it happens. If the player wishes to feel a specific future, such as the dangers of a forest, the rise of another Kindred, he must spend two more blood points and retake the test normally.

### ●●●● The Mad Man's View

The Cainite who is using this power can infect an object, work of art or manuscript with his insanity. In most cases, this power makes your target easy to manipulate or completely insane.

The target in question does not know exactly that the item is corrupted with insanity, and once you use it or observe it focusing on the object, insanity will take over the mind. Paranoias, depression, obsessions and other mental characteristics will be part of the target's mind during that scene. Powers of Auspex are able to identify, with Spirit's Touch or Reading of the Aura, although they can still bring consequences of the effects of Dementation.

System: The Malkavian can use this power combined with any Dementation level he has learned, with the exception of the Eyes of Chaos or Reveal Fate. The player first chooses a single power that he wants to encode in a document, piece of art or object. Afterwards, he will spend a blood point and roll Manipulation + Commerce, Academics or Performance (difficulty 4 + Level of Discipline power, to a maximum of 9). The number of successes will define how long insanity will corrupt the item.

Successes	Duration
1 Success	Six hours
2 Successes	One day
3 Successes	One week
4 Successes	One month
5 Successes	One year
6+ Successes	Undefined successes

At any moment, anyone who observes the object, with the exception of the Malkavian who created it, will be affected as if Dementation itself were being used directly on it. Malkavian will not be able to change the effect afterwards. The storyteller should define the specifications

of the Derangements that people get. The effects only disappear when the duration ends or when the item is completely destroyed.

### •••• Vanishing

It is common knowledge that cruising with a Malkavian can be worse than destruction. Those who have suffered from the effect of this power can confirm this. At this level the Malkavian can make a target have nightmares while awake, think it has disappeared, as a method of torture. With a simple word, the target literally thinks it has disappeared as if it is dazzled while suffering agonizing nightmares.

System: For this to work, the player must focus on the victim and “curse” them. The player rolls Manipulation + Stealth (difficulty equal to the target’s Willpower). The Malkavian must decide whether success will be directed to duration or damage. Each success can guarantee a turn of duration or a point of blunt, non-absorbable damage for mortals. Vampires can absorb normally with Stamina and Fortitude, although they need to spend a Willpower point to resist the effects of the power.

As long as the power is in effect, for the duration of turns that power is in effect, the target will feel the effects and think it is gone, disappearing as the Malkavian wishes. That is, being swallowed by shadows, devoured by demons or other insanities. This makes him feel the pains or the blessings in his mind and know that he is disappearing.

During the effect of power, the target goes into delirium, doing nothing but babbling and looking for protection. For Cainites, if absorption doesn’t work, they can go into torpor or paralysis. This power is not cumulative and can only be used once per target during the night.

### •••• Detach from Reality

Dementia is not the Malkavians’ trump card just for breaking their opponents’ minds or revealing to them the possibilities of fate. Discipline also allows for the ability of vampires to use their powers to link with other immortals in their Kindred from a distance.

Detachment from Reality allows a Malkavian to defocus from the events around him to step into his own insanity and madness, contacting another Malkavian through a dream world in which both are connected. Malkavino will not choose the immortal he wishes to connect with and may be unlucky enough to meet some bored unfortunate.

System: The use of this power requires the expenditure of three blood points by the Malkavian. The character is distracted from the events in his surroundings and when he closes his eyes, he wakes up in a mental world, where

almost everything is probable.

This “world” is present only in his mind and only he sees it, as well as the other Malkavian he has connected with and is a reflection of the merging of the two minds, as well as their mental stages once it has taken place. The interaction is purely mental and social and there is no likelihood of them being able to hurt each other physically or mentally. When they meet, vampires can exchange information, experience or ask for advice.

This power has two limitations, the first one being that it won’t choose the target it wants to connect to. The second implies that there is no possibility of using Disciplines other than the Malkavian Dementia itself, since it is a diplomatic or passive encounter. Both can create whatever resources they want in their minds to “illustrate” events or fulfill their goals. Inside the mind, Malkavian creativity is its own limit.

### ••••• Total Insanity

Malkavians learn to hide their insanity, lest they become a target. Others do not have this practice. At the height of the Dementation domain, the vampire can overpower his victim with insanity, destroying his conscious mind and distorting his personality to serve the vagaries of madness.

System: The vampire must gain his target’s full attention for at least one full turn to exercise this power. The player spends a blood point and rolls Manipulation + Intimidation (difficulty equal to his victim’s current Willpower points). If the test is successful, the victim is affected by five Disorders, such as Multiple Personalities, Paranoia, Phobia and more. The number of successes determines the duration.

Success	Duration
1 Successes	One shift
2 Successes	One night
3 Successes	One week
4 Successes	One month
5+ Successes	One year

On a critical failure, the vampire suffers all the Derangements intended for the victim. A minimum of six Derangements may well reduce the vampire to catatonic torpor. The victim (or the target of a critical failure) may spend a number of Willpower points equal to the successes obtained to end the duration prematurely.

### ••••• Enigmatic Message

This power guarantees the possibility of hiding



information within less usual objects. Cainites usually do this in speech or writing, but Malkavians plant messages hidden in paintings, music, flowers, trash or anything else that the hand or mind can touch and see.

**System:** Enigmatic communication requires simple success in Wits + Expression. The difficulty depends on the medium. A text that contains a hidden message has difficulty 6, a non-verbal form of communication, but that can be recognized can be difficulty 7 and a form that does not contain information that can be seen as pilasters or risks on a table would be difficulty 8. This power it doesn't cost blood points, however if the vampire wants to keep his enigmatic message permanently so that anyone can understand it later, he must spend two points of Willpower.

If someone receives the Enigmatic Message directly from Malkavian, no scrolling is necessary and the target always understands the message. Interpreting the Enigmatic Message directly can take a few minutes. Reading a puzzle can take up to an hour while a book can take a few nights to fully understand. The character must roll Intelligence + Philosophy (difficulty 6) to receive the hidden meaning. This roll is extended and the character must accumulate successes equivalent to twice the successes taken from the Malkavian roll to fully understand the message.

### ••••• • Communicate with Insanity

This power allows a Kindred to speak to multiple targets using telepathy. All their minds are connected, but they must communicate with each other by speaking out loud. In addition, each linked person speaks as if the person he is talking to is right next to him.

**System:** The vampire can connect a number of targets equal to his permanent Willpower. The character cannot communicate with people he does not know or have never seen. Vampires summoned by using this power can try to ignore or block telepathic contact by spending a Willpower point. Malkavians can also use this power as an unhealthy "joke", connecting people completely unknown to each other, leaving them insane for a short time, hearing voices in their heads. In doing so, the Malkavian "pushes" his targets to connect with the Malkavian Network, causing them to acquire a temporary Derrangement and suffering the effects of Dementation 2 - Torment the Mind after contact with the Network. The maximum number of people connected is equivalent to Malkavian Willpower + Empathy. Members with the Malkavian Weather History can choose to use it to add more people to the account.

### ••••• • Mark the Soul

This power allows the Malkavian to permanently mark his target's mind and soul. The target gains a Derangement after the Malkavian speaks a truth beyond the truth. The victim never recovers from the experience.

**System:** The player spends a Willpower point and rolls Manipulation + Empathy on a difficulty equal to the victim's current Willpower points. The victim can spend Willpower points, one by one, to cancel the vampire's successes. This ignores normal Willpower limitations per turn.

Choose a Derangement. If it succeeds after the victim's resistance, the victim gains this Derangement permanently and cannot spend Willpower to ignore it. The only way for a character to get rid of a Derangement obtained through the Soul Spot is to change his Philosophy. A given character may be subject to Mark the Soul only once per story. Some powerful levels of Valeren can "calm" this Derangement for a period of time. Usually the targets of this power do not necessarily know that the Malkavian was to blame and see that what the insane said was nothing but the truth. Born handlers know exactly which words to use to make sure this idea remains in the minds of their victims.

### ••••• •• Unreality

This power is an extension of Detach from Reality and requires the vampire to have the previous power to use it. The Malkavian now extends his power to other targets within his sight range. Unreality is often used by vampires who want to literally destroy the minds of their opponents, most of the time because it allows for greater use of immortal weapons.

**System:** A Malkavian can attempt to use this power on a Malkavian target to bring it to mind or connect to a specific target. Bringing an opponent to your mind requires a contested Willpower roll (difficulty 7) and implies that the Malkavian has to expend an extra Willpower point in addition to the blood points.

Physical Attributes and Disciplines other than Auspex, Dementia, and Dominate (at Storyteller's discretion) do not exist in this power. Any possible battle is a battle of the mind. Intelligence Attribute replaces Strength, Wits replaces Dexterity, and the character's Perception replaces Stamina and Absorption. Willpower overrides Vitality levels. If the character cannot correlate the attack in some way with Athletics, Archery, Brawl, or Melee weapons, use only the unmodified Wits dice for the attack as if it were the mind itself attacking the attackers. There is

no possibility of bashing, lethal or aggravated damage, even Fortitude does not play a role in absorbing the damage. Everything that happens is purely mental, and every turn that takes place in the plane also tracks time outside the vampire's mind.

Any damage taken applies to the target's maximum effective Willpower. The target suffers penalties to all dice pools when its Willpower decreases. Until the target loses half its Willpower (rounded up), it remains OK. Each subsequent point of Willpower lost imposes a -1 damage penalty to all actions.

Both vampires can spend Willpower points without suffering any penalty. As the character's Willpower rating drops, he has fewer points to spend. A character reduced to Willpower 0 will be Incapacitated. Mortals lie in a coma, while vampires fall into Torpor for a night and develop a Temporary Derangement. Cannot Diablerize a Vampire or Drain a Creature.

### ••••• •• Insanity Wave

The vampire using this power can have the same effect as Total Insanity on a large number of mortals or vampires.

System: This power only affects the number of people equivalent to the amount of Empathy of the character. Manipulation + Intimidation (difficulty equal to the group's greatest Willpower). If the test is successful, the victims are affected by multiple disorders, defined by the storyteller. The player can specify a type of effect he wants to cause in an area, such as hysteria, fury or paranoia. The effect lasts for one scene.

### ••••• •• Visit Faerieland

This forgotten power and used by some of the most experienced Malkavians allows it to manifest its insanity in a material way, as a gateway to the fairy world. In the fairy world, he can go wherever he wants. But first you must pass through the protection of the fairies and their guardians, who will come to ask the intention of the Malkavian there. If they don't like the story, they'll kick the vampire out of there. The guardians of the fairies are always listening, wanting to hear what the vampire has to offer so that they can bargain in favor of the fairies.

System: The Malkavian must choose a door that is closed. He will spend three turns observing all the patterns in that door. Then he should draw a symbol in ink or blood on that door. With a Manipulation + Occultism (difficulty 8) check, the vampire can create this passage. The door works specifically only for the Malkavian, it is as if he can take his mind and body with him to the fairy world as soon as he walks through the door. If the Malkavian wishes to take





someone, a permanent Willpower point is required .

Anyone who sees it, will not be able to see the fairy world and will likely see a man walking through a door. The door cannot be used by another Kainite. In fact, on the other side it may disappear and whoever is there will notice this disappearance. The instantaneous disappearance guarantees a temporary Derangement to people who see this, being paranoid for a few nights.

In the world of fairies, all damage that the Malkavian takes is aggravated. He continues to spend blood points normally per night. The time there passes in a different way it is impossible to calculate it, even with the quality Celestial Atunement.

## **Dominate**

Dominate Cainites personify all the legends about vampire hypnotism. With a simple glance, a Dominate master breaks wills, enslaves minds and steals the identity and memory of his victims.

Although Dominate is among the most ferocious weapons in a vampire's arsenal, it has three inherent weaknesses. First, another more powerful blood Cainite cannot be Dominated, which means that characters cannot use Dominate on characters from Generations closest to Cain. Second, Dominate requires eye contact, with a brief moment when the vampire's gaze can catch a glimpse of his victim's soul. Characters avoiding the vampire's gaze can roll Willpower, difficulty equal to the vampire's Manipulation + Intimidation. Take -1 for difficulty if he tries to hide his eyes, -2 if they are obscured, or -3 if his eyes are fully covered or not present (plucked, for example).

Finally, the vampire must be able to communicate his wishes in a way that his victim understands. If they don't share a language, she can use gestures or images for simple commands.

### **• Command**

Capturing the look of his target with a powerful look, the vampire speaks a single, simple word that his target must obey. This command cannot be directly harmful, so a vampire cannot order his target to kill himself or anything like that. Your chosen command word may be hidden within the context of a sentence.

System: Manipulation + Intimidation roll, with a difficulty equal to the victim's current Willpower points. The more successes you get on this test, the better the effect. A single success can result in the target having only a fuzzy impression of the command, or the command can

be activated infrequently, while three or more successes indicate that the command's roots probe deeper and more often in the target's mind.

Trying to force a victim to take an action that would be contrary to his nature results in an immediate failure. Giving conflicting or indirectly harmful orders to a victim (such as commanding a target to sleep while in the middle of a duel) adds +1 to +3 to the difficulty, depending on the severity of the order. A command with difficulty of 10 or more is impossible.

### **•• Mesmerize**

With this ability, the vampire can give his target a more complex command, encoding it in the victim's subconscious. To do this, the vampire must spend a period of time with his target, during which he must maintain concentration and eye contact. If this mesmerizing session is interrupted, the vampire must find another time to try again. This time period lasts as long as necessary to implement the suggestion. The text of this suggestion must be specific ("put the poison in Cesar's wine" or "discard the bodies").

The vampire can also choose whether or not his victim acts on the suggestion immediately or whether it will be triggered later. Hypnotizing alters the target's subconscious processing and does not create false memories or illusions. A subject can only follow one set of Hypnotized instructions at a time.

System: Role Manipulation + Leadership. The number of successes achieved indicates how well the instructions will be maintained. A success indicates a poor impression, while five or more successes indicate that your own words have been etched into the target's thoughts. This ability cannot yet be used to force a target to directly harm itself or to defy its Nature. Adding a new command using Mesmerize before the old one expires requires a comparison of successes between new and old. The Mesmerize command with the most hits wins. In the event of a tie, the new command replaces the old one.

### **••• The Forgetful Mind**

When the vampire learns this ability, he gains the power to reshape his victim's memories. It can erase or recreate a memory entirely, but it does so through subtle manipulation, as opposed to direct telepathic alteration of the brain itself. The more meticulous the vampire is in manipulating his target's mind, the more effective the memory change will be. As an added benefit, the vampire can also use this ability to discern whether a target's memories have been altered.

System: When looking into the victim's eyes, the character must roll Wits + Subterfuge. Refer to the table below to determine the result.

Successes	Effect
1 Successes	Removes a single memory, that may have lasted a day.
2 Successes	Permanently remove a memory but does not change any other.
3 Successes	Makes major changes in target memory.
4 Successes	Alter or remove a scene entire memory of a target.
5 Successes	Completely rebuilds the target life span.

**Example:** "You came home from Mass in the company of your wife, did your chores and went to bed early" is more effective than "You went to bed early and saw nothing strange".

### ••• Block Memory

Like The Forgetful Mind, this power can stir memories. This allows the vampire to stop a dominated subject by speaking or revealing specific information without forgetting it. When asked about memory or detail, the victim will evade the question without realizing that he is doing so. If pressed, she will discover that he cannot speak out loud or even write down blocked information. This power is very useful when a servant needs to have confidential info, but the vampire wants to make sure that he cannot reveal it, even under torture. The darkest secrets are completely blocked from the victim's mind.

System: As in Forgetful Mind, the vampire makes a Wits + Subterfuge roll (difficulty equal to the target's current Willpower). If successful, the memory will be blocked for a period depending on the number of successes.

Successes	Result
1 Success	One day
2 Successes	One week
3 Successes	One month
4 Successes	One year
5 Successes	Undefined

Another vampire can "unlock" his memory with Dominate by making a Wits + Empathy roll. Although he must have a superior amount of successes. The target of this power can make a Willpower roll (difficulty 5 + Dominate rate from the original vampire to a maximum

of 10) if he tries to answer a specific question about blocked memory.

### •••• Conditioning

By applying subtle (or perhaps very direct) mental pressure, a vampire completely controls his target's mind. It also takes the power out of your personality, making you little more than a puppet. Fortunately, this indelibly ties the puppet to the vampire and makes it almost impossible for others to hunt down his stupid servant.

System: As a prolonged action, roll Charisma + Leadership. The total number of successes required is 5 to 10 times the target's Self-Control or Instinct rating. A subject can get rid of Conditioning if he is separated entirely from his master for any period of time ranging from a number of weeks equal to the subject's permanent Willpower for half a year, depending on the storyteller's discretion and the severity of the Conditioning.

If the vampire makes contact with his servant before that, he will only need to make a Charisma + Leadership roll to reaffirm his mastery. As long as he avoids the vampire for a certain period of time, the target retains his previous personality. He is not sure, since the vampire can re-establish control more easily the second time. The vampire only needs to accumulate half of the total number of successes that the original Conditioning required to regain control of a target she previously conditioned.

### •••• Rationalize

This power is a great extension of Dominate. Those who suffer from the effects will be so convinced that the actions they took were by themselves that they are right to set out to defend their cause in certain circumstances.

System: The character must spend an extra point of blood and Willpower. Success requires a Manipulation + Lips roll (difficulty equal to the target's Willpower). The effects of this power depend on the number of successes achieved. This works on vampires and ghouls too.

Successes	Effect
1 Success	The target will not believe that he was the target of Dominate, least in the first few moments.
2 Successes	The target believes that their actions were taken by yourself, but you'll start to suspect be cause for some time.



3 Successes	The target will still insist that their shares were own, being able to until talking about during a time.
4 Successes	The target is convinced that all the actions you took were under their control and will leave with absolute conviction and evidence that he himself been controlling his own actions. Difficultly will notice the mental control the unless someone interferes in your mind.
5 successes	Nothing can convince you that the same was Dominated, not matter the evidence presented. The target will be enraged if pressed otherwise.

The player will still be able to use Dominate on his victim to let him know what is really going on and undo this effect if he wishes. As described, this power makes the target think that the ideas were his own, failing to discern whether they came from strange sources or not. Other vampires using Dominate can also undo the effects of this power, although they must have more successes than the vampire who put such ideas in the victim's mind.

### ••••• Possession

At this level of mastery, a vampire can supplant his conscience in another's body and take direct control over his host. As she does this, her own body becomes an empty shell, left immobile and vulnerable where it was. After possession, the victim is vaguely aware that his body is moving and functioning on its own, but has no power to stop it. This ability cannot be used on another supernatural creature, nor on another vampire, unless the two share a Blood Bond. It is always easier to hurt those you keep close.

System: The vampire and the target have a conflict of wills. The vampire rolls Charisma + Intimidation and the target rolls Willpower, each with difficulty 7. Successes reduce the target's Willpower. When the target's Willpower is reduced to 0, the vampire invades the target's mind. Perform a Manipulation + Intimidation roll and refer to the table below to determine the strength of your control over the target's body. If the original Cainite body is destroyed, it can remain in its host body indefinitely,

although it remains trapped in the "meat prison".

Successes	Result
1 Successes	Cannot use Disciplines
2 Successes	You can use Auspex and sensory powers.
3 Successes	You can use Presence and manipulation powers emotional.
4 Successes	You can use Dementation, Dominate and powers of mental manipulation.
5 Successes	You can use Chimestry, Necromancy and other powers mystics.

At each sunrise, she must test Courage with difficulty 8 or be forcibly expelled from the host. If he fails this test, his soul falls to the astral plane and is lost forever. While walking on a mortal's carcass, the vampire cannot be "Embraced again". The Embrace definitely kills him.

### ••••• Tranquilize

They say that this power was created as a way to fight the masters of Animalism, reassuring a target that is in Frenzy. The character with this power will be able to calm a vampire in Frenzy without forcing the vampire to lose his Willpower.

System: This power requires concentration on the Kindred in Frenzy, for at least one turn. The player will make a Charisma + Leadership check (difficulty 4 + Target self-control / Instinct). If it passes, the vampire in Frenzy involuntarily complies, lowering the difficulty of the Self-Control / Instinct checks to 7 and allowing the Frenzy target to roll over to take possession of his body again. If successful, the Frenzied vampire must check Willpower. With three successes on the Willpower roll (difficulty 6), the Frenzy disappears completely. A failure would make the Dominate user a frenzy for the vampire's target. This power can only be used once per Frenzy.

### ••••• Fealty

This power allows the Ventrue to sanctify an oath or promise freely given (and even falsely) so that the oath-taker is unable to back down on his word or refuse to keep his promise. This power will not work if the target

is required to take an oath, but it will work if the donor is made to do so.

**System:** The player rolls Charisma + Intimidation (the difficulty is the juror's current Willpower). The number of successes determines the duration for which the juror is bound. With only one success, the juror is stuck with his vote for a week. With two successes, the month will be tortuous and the juror must keep his word. Three successes hold you for a year while four successes mean a decade. Five or more means a century or more.

As long as the effect lasts, the oath-taker must spend a Willpower point before each action he attempts, which violates his promise. He will take a level of blunt damage during each scene he is aware of and is not actively doing anything to fulfill the promise or oath. If the oath was for a specific action, the duration ends as soon as it is taken. Note that an oath is not always literally based on "I swear".

### ••••• • Loyalty

With this power, the Dominance of the Cainite is indeed so strong that for other vampires it will be impossible to break from their own commands. Despite the name, Loyalty does not instill special feelings in the victim. The vampire's commands are simply implanted much more deeply than normal.

**System:** Any other vampire trying to employ Dominate over a target that has been Dominated by a loyal vampire has a +3 difficulty modifier to his rolls and must spend an additional Willpower point.

### ••••• • Obedience

While most members must employ Dominate through eye contact, some powerful elders can command loyalty with the lightest touch of their hands.

**System:** The character can use all Dominate powers through touch instead of eye contact (although eye contact still works). Skin contact is necessary. Simply touching the target's clothes or something he is holding will not be enough. The touch does not have to be maintained for as long as it takes to issue a Dominate command, although repeated attempts to Dominate a single target require the character to touch the victim again. Dominate and experienced vampires know how to use this power stealthily, without their targets noticing it.

### ••••• •• Mass Manipulation

Truly qualified elders can lead small crowds through the use of that power. By manipulating the strongest minds within a given group, a meeting can be directed

to the vampire's will.

**System:** The player declares that he is using this power before testing and using another Dominate power (the difficulty is based on the most resistant character in the crowd). If the toughest character can't be dominated, no one around them can. For each success beyond what is necessary to cause the desired effect on the central target, the player may choose an additional target to receive the same effect in its entirety. The vampire needs to make eye contact with only the initial target.

### ••••• •• Chain of Command

Sometimes, a single lackey is not enough to accomplish a particular task. The Chain of Command allows the character to implant a suggestion (very similar to those allowed by Dominate 2, except for being even more complex).

**System:** The player spends a blood point, a Willpower point and rolls Manipulation + Leadership (difficulty equal to the target's permanent Willpower) when implanting the suggestion on the first slave. Write down the character's total successes. If the lackey encounters an impediment or circumstance that she honestly believes will prevent her from fulfilling the objective, she will attempt to pass the Dominate over to someone else she deems capable of continuing the task. If the target believes it is dying, it will choose who is most convenient.

If the player who implanted the original suggestion has the Obedience power, the command can be passed by touch. Otherwise, it requires eye contact. This command can only be passed to an individual with a Willpower equal to or less than that of the current minion (and only to Kindred higher than the character). The target does not make a test to determine success. It only subtracts one point from the successes of the player who commanded it for each new host of the command. If the number of successes drops to zero, the command loses strength. The Chain of Command lasts until the task is completed, if a minion is killed without the chance to pass the compulsion, the character decides to end it or the number of successes drops to zero.

## Fortitude

If Celerity guarantees speed and Power guarantees damage, Fortitude is a character's supernatural ability to focus his stamina in impressive ways. This power is based on defending yourself from worldly damage to sensory damage and even standing up in the most difficult situations. This is what makes a vampire a true bastion, impenetrable and indestructible.



Fortitude is the only Discipline that can resist aggravated damage, with the exception of some rare levels of other Disciplines. Fortitude can be used to resist damage along with Stamina when the character suffers Contusive or Lethal damage. In the case of Aggravated damage, the character will only roll his Fortitude, depending on the level he has.

## • Durability

Being one of the most basic powers in a vampire's survival, this power allows the character to harden the skin so that his Fortitude can absorb some attacks without taking damage. The vampire's Fortitude score is added to his saving throw, dramatically helping him survive the most powerful impacts.

**System:** This power allows the character to soak Lethal and Blunt damage with his Fortitude in addition to his Stamina. However, the true effect of Fortitude is to let the character to absorb Aggravated damage with his Fortitude only. It is not possible to use Stone Skin and Durability together.

**Example:** If Belonte has Fortitude 6, with Durability as the first level. When you need to use your Fortitude to resist damage, it will add to your dice pool involving Vigor. So, if you have Vigor 4, it will add the Fortitude dice together, rolling 10 dice. In case of Aggravated damage, Belonte would roll only 6 dices, from Fortitude.

## • Stone Skin

There are those who prefer to absorb and there are those who prefer to survive. This power is considered a "raw" version of Durability. As with the variation, Stone Skin works in a similar way to Durability. The difference between them is that in Stone Skin the character can absorb damage automatically equivalent to his Fortitude dice.

**System:** Stone Skin allows a vampire to soak damage automatically with Fortitude. Although, to absorb the damage automatically, it is necessary to spend a blood point for each Fortitude point during that turn. The automatic absorption effect can therefore be maintained for extra turns equivalent to the character's Fortitude, by spending one Willpower.

**Example:** If Pavlos has Fortitude 4, he can spend up to four blood points in the turn to soak the damage. If Pavlos spends 2, he will only keep absorbing 2 during the attack taken. Normally the absorption would last for a single turn, but if desired, Pavlos can spend Willpower points per turn to maintain automatic absorption up to four turns and avoid huge vitae expenditures. The amount of blood spent up to the character's Fortitude limit will reflect the amount of points a

character can absorb damage.

## •• Mental Barrier

This power allows the Cainite to be able to use his Fortitude to avoid effects that influence the Cainite's mind and emotions in various ways.

**System:** Mental Barrier acts as a protection for the vampire's mind. The use of this power is reflexive, allowing the vampire to roll his Fortitude to reduce the opponent's successes. Regardless of whether a character has Stone Skin or Durability, he will always roll his Fortitude in this effect. This level can reduce the effect of another power or negate it completely. Mental Barrier does not inhibit sensory attacks.

**Example:** Caius has Fortitude 2 and Gratiano has Dominate 3. When shaping Caius' memories, Gratiano had 3 successes in his roll. To resist, Caius will owe his Fortitude and each success will reduce the effects of Gratiano.

## •• Sensorial Shield

Sensorial Shield is a Kindred's most effective protection against large sources of stunning. Sudden bursts of brightness, deafening attacks or other factors that leave you stunned can be negated. Your eyes, ears, nose, and open wounds shine with a strange light while this power is active.

**System:** Sensory Shield requires the expenditure of a blood point. The effect of this power lasts for one scene. When active, mundane sources of sensory damage are completely negated, even if with Heightened Senses in use. Effects of supernatural sensory attacks or unusual circumstances can be absorbed with the vampire's Fortitude dice, if he wishes to reduce the effects, just as in Mental Barrier. Damage stun effects do not work against characters with this power in use.

**Exemplo:** Marcos has Sensorial Shield active. Pontius hurls a barrel of oil on fire towards Marcos. Upon hitting it, the barrel's brightness and flames should naturally blind you, but with Sensory Shield, this effect doesn't happen, leaving Marcos free to absorb the damage with Fortitude and resist the Rotshreck with Courage.

## ••• Last Stand

This level of Fortitude can be the salvation of many Kindred. He took this name precisely because of the fame he brings with him. The Cainite is capable of converting his Fortitude into vitality once per scene.

**System:** Spending a Willpower point and a blood point, the character transforms his current Fortitude into temporary vitality, saving time and resisting a few more attacks. The damage penalty applied to the character

becomes equivalent to as if he had recovered momentarily. This power lasts for an amount of turns equivalent to the character's Fortitude level or until it takes enough damage to overcome Fortitude. Other levels can be used in conjunction with this. When the effect is over, the Cainite will take all the damage back. Acquired penalties are not cumulative, so a character who was Crippled (-5) would heal his vitality for Injured (-1), and the effect would pass, he would still return to Crippled.

### ••• Eternal Vigil

In conjunction with Auspex, this power became responsible for preventing vampires from being caught off guard while sleeping. This power allows the Cainite to wake up more easily during the day. For many, this is a huge salvation, especially in times of hunter attacks.

System: Eternal Vigil facilitates the awakening of a character during the day. The difficulty of the character's Humanity / Philosophy checks is reduced by two, although the vampire still normally needs Perception + Auspex checks to notice danger. Eternal Vigil allows the vampire, at the cost of one point of Willpower, to take extra turns equivalent to his Fortitude level during the day, before redoing the Philosophy roll. Power does not prevent the character from suffering from the dice penalties he has in relation to daylight, although it only facilitates awakening.

### •••• Alabaster

This power is a very big defense in the hand of such resistant characters. It allows the character to ignore the damage penalties imposed by lost vitality.

System: This power costs one blood point to activate and remains in effect for the duration of the scene.

### •••• Master of Resistance

Fortitude Masters can control their rigidity without moving large internal forces. This power allows vampires not to try so hard when using their fortitude.

System: This power is a refinement of Stoneskin. It allows the vampire to use Fortitude while spending only half the blood points. That is, a character with Fortitude 4 who was using Stoneskin would only spend two blood points instead of four (rounded down).

### ••••• Heal the Dead Flesh

Some believe that the reason for the difficulty of killing Cainites with their weaknesses is precisely on the part of this power. Aggravated damage has always been a fear

## Traditional Fortitude

If you have chosen to use the same Fortitude described in previous vampire versions, consider that this power only varies levels from 5. Up to level 5, Fortitude is limited to guaranteeing automatic successes or adding data in Vigor.

System: For each Fortitude point the vampire has, add one die to all Stamina-based dice pools. Spend a blood point reflexively to turn this data into automatic successes for the turn. In hand-to-hand combat, this means automatic successes in absorbing damage. Although the character cannot repeat using Fortitude for the next turn.

among everyone and defending yourself minimally from the clutches of a Gangrel are effective ways to stay alive. This effect allows the kainite to not need rest to heal aggravated damage, although he still needs to spend a lot of blood points to heal.

System: This power is always in effect. This greatly facilitates the repair of aggravated damages. The need for Willpower and rest is dispensed with and the player will only need to spend 5 blood points per aggravated health level.

### ••••• Personal Armor

Personal Armor is one of the most effective ways for a Cainite to avoid both physical and long-range attacks, as Fortitude returns damage received to weapons and projectiles fired at the Cainite. This power does not create a "magic shield", it only hardens the skin so that objects break when touched.

System: With the use of two blood points, kainite stiffens your skin so that objects can break against it. When attacked, the player must roll Fortitude, difficulty 7. If he succeeds more than the attacker, the weapon shatters as soon as he touches the kainite. The vampire still suffers normal damage, if the attack is successful, even if the weapon breaks in the process, although this damage can be absorbed. magic weapons do not suffer from this effect. Melee attacks return half damage to the attacking character. This power lasts a scene.

*Example: In an attack, Claudius hits Brutus with his scimitar. On the hit, Claudius had two successes and Brutus had three successes on his Fortitude roll, difficulty 7. Claudius' sword is expected to break,*



although the damage is yet to be taken. Soon, Claudius will roll Strength + damage from his scimitar and Brutus should absorb the damage normally. After rolling and absorbing the damage, the sword shatters.

### ••••• • Laurel's Curse

This is an unusual application of Fortitude. This power allows a character that has been staked successfully to slowly restructure his own heart around the stake, so that he stops paralyzing the character.

System: The player spends a Willpower point and rolls Stamina + Survival (difficulty 9). The number of successes determines how quickly the bet can be denied, according to the chart below. Each use of this power affects a single bet. On a failure, the player can spend another Willpower and roll again, but he cannot combine successes from multiple moves. Only the most successful roll applies. On failure, the vampire may not attempt to neutralize the stake again.

Success	Neutralization
1 Success	One Month
2 Successes	One Week
3 Successes	Immediate

This power only removes the stake from the heart, not the body. It will remain trapped in the character's dead flesh until removed, a process that causes two health levels of aggravated damage.

### ••••• • Aegis

Aegis is one of the saviors of the Elder Cainites, transforming them into true indestructible bodies, difficult to break. This power allows you to completely ignore a source of damage, protecting yourself from all effects except fire, sunlight and True Faith.

System: Aegis requires four blood points for activation. When receiving a source of damage, the player can choose to ignore it completely. Hammers, swords, arrows, even an Assamite's most dangerous poison could be neutralized that turn. The power can only be used once per scene. After all, Aegis cannot be combined with any other Fortitude effect.

**Example:** Altaïr attacks Belonte with his sword. In damage, Altaïr rolled Strength 4 + 3 automatic Potence + 4d10 successes aggravated, as his sword was poisoned by Quietus. In total, Altaïr made 10 aggravated damage, which could lead Belonte direct to final death. In order not to be destroyed, Belonte spent three blood points to activate this power and was able to completely ignore the effects of the damage caused by the sword.

### ••••• •• Metal Skin

At this glorious level of Fortitude, the character's skin becomes Steel, both in strength and durability. The character can touch hot metals without suffering any injuries and his hands and legs are like warhammers.

System: Spending two blood points, the character will activate Metal Skin for one scene. Outside of combat situations, the character will not suffer damage from any mundane events, such as temperatures, blades or impacts. Fire will still affect you, but it can forge softened metals with your bare hands. Your unarmed attacks deal blast damage equal to Strength + Fortitude. Finally, the character can block any Blunt, Lethal or Aggravated attacks with his own hands.

### ••••• •• Adamantine

Adamantine Works as a more powerful version of Personal Armor. Unlike Personal Armor, this power actually creates an imperceptible aura of protection that prevents damage from being applied to kaintite.

System: This power mimics the effects of Personal Armor, except that the vampire you use takes no damage from attacks that break on your skin and magic weapons break normally, as if they were ordinary weapons..

**Example:** In the same situation Personal Armor, if Brutus had Adamantine, the weapon would shatter before the damage was even applied. Soon, Brutus would take no damage.

## Protean

This Discipline allows the vampire to manipulate his physical form. Some Kindred see this power as a keen connection to the natural world, while others see it as an extension of Cain's brand. Whatever their base, the vampires who develop this Discipline can create bestial claws, take the form of wolves and bats, transform into mist or merge with the earth.

Normally, vampires can use other Disciplines while transformed. Wolf-like members can still read auras and communicate with other animals. However, there are some situations where the storyteller may decide that a certain Discipline cannot be used in specific situations. The vampire's clothes and personal effects transform together with the vampire, (presumably absorbed into his own substance), although the armor offers no benefit while being transformed.

Vampires cannot change or transform large objects or other beings. Protean is a personal expression of power. A Kindred who has been impaled (his soul being trapped

within his body) cannot transform. However, some vampires believe that those who master the highest levels of Protean can negate this limitation.

### • Eyes of the Beast

The vampire sees perfectly well in complete darkness, not needing a source of light to perceive details even in the darkest basement or cave. The vampire's Beast is evident in his red eyes, a sight that would upset most mortals. Neophyte vampires are subject to the same cowardice.

**System:** The character must declare his desire to summon the Eyes. No tests are necessary, but the change requires a full shift to complete. While showing his eyes, the character suffers a +1 difficulty for all social tests with mortals. A vampire without this power who is immersed in total darkness suffers the penalties of blind combat.

### • Depositum

This level becomes the salvation of many Cainites in times of drought or exhausting travel. It allows the Cainite to retain blood inside your body for a while without harming yourself or forcing your body to expel the extra stored vitae. although Cainite acquires an appearance of pink skin, although the aroma or odor of blood is not noticeable unless for users of Auspex.

**System:** When the Cainite feeds, it will fill an extra blood supply. Rolling Vigor + Survival (difficulty 7), each success allows the Cainite to store an extra point of vitae. If not used to activate other effects, this vitae will stay for a month inside the character's body, although he can use it over the days of waking up. Vampires with this power can define the order of use, whether they will spend points from the extra reserve or from their natural blood reserve.

### •• Feral Claws

The vampire's nails turn into long, bestial claws. These claws are perversely sharp, capable of tearing flesh easily and even sculpting stone and metal with little difficulty.

**System:** The character uses a blood point to make their claws grow. Usually, it can grow on the feet or hands. The transformation is reflexive and lasts for one scene. The claws grant Strength +1 aggravated damage. The character gains +2 bonus dice for tests related to climbing.

### •• Bear Resistance

During long journeys, Cainites have adapted in the best ways to withstand the damage caused by any sources, mundane or supernatural. Traveling members use both





this power and Storage frequently.

**System:** With the use of a blood point, the character acquires an innate resistance to natural weaknesses. Exhaustion and tiredness effects are completely useless against the vampire, Frenzy checks have a reduced difficulty of two points and the difficulty of absorbing damage of any kind reduces by one. Any supernatural exhaustion penalties, whether by Willpower or Physical tiredness (such as Strength, Dexterity and Stamina penalties) receive +2 difficulty to affect the vampire.

### ●●● Earthmeld

Cainites with this power can melt into the earth, entering a state of ecstasy like that of torpor, where they remain vaguely aware of the environment above them, although sleep often seems more important than the outside world at the moment. He can protect himself from the sun and other mundane sources of damage. Or even hide from persecution.

**System:** To enter the ground, the vampire spends a turn joining his flesh to the earth or mud. At the end of the shift he manages to mold himself, although he can spend the blood point for the effect to happen instantly. If there is danger in the vicinity of the vampire while he sleeps, the player rolls his Philosophy rating (difficulty 6) to get him out of his state and rise from the earth.

Disturbing the soil where the Damned sleeps is difficult and dangerous. The act requires a Strength 5 test using the Strength Feats table to break the Cainite's bond with the earth. Worse still, when the sleeper delocates, he is forced out of his ecstasy fully awake and angry. Always angry. It is at times like this that Gangrels can easily go into a frenzy.

### ●●● Adaptability

Your character's body can change subtly and quickly to deflect irritations and threats from their immediate environment. She can adapt her senses to win with differences and absences.

**System:** Spend a blood point to activate Adaptability. The transformation takes a turn to complete. Except by sunlight and fire, the character cannot suffer Bashing damage due to the environment, nor suffers environmental penalties. Any check to soak damage from extreme temperatures, falls and natural disasters decrease to difficulty 6. In conjunction with Bear Resistance, characters with this power become almost immune to the environment in which they live.

### ●●●● Form of Beast

This power is one of the greatest junctions a vampire can have with other forms and states of nature. With it, the kainite is able to transform itself into an animal of his preference, taking only a few turns for this and managing to better replicate the benefits that each animal brings.

**System:** Changing shapes takes three full turns and costs one blood point. The vampire can reduce this time by spending additional blood points to reduce the process by one turn per point, to a minimum potential reflexive change with four blood points. It remains in this form until the next dusk, unless you choose to leave the form.

A vampire can use any Discipline in animal form that he has and has the physical ability to practice. For example, complicated Necromancy rituals would be impossible for a wolf, and Dominate commands would be impossible to deliver like a bat. The vampire gains benefits common to the animal form he assumes.

In the form of a wolf, the vampire's teeth and claws inflict Strength + 1 aggravated damage, and can run at twice its speed, the difficulties of all Perception checks are reduced by two. In bat form, the Vampire's Strength is reduced to 1, but he can fly at speeds of up to 20 kilometers per hour, difficulties for all Perception-based hearing tests are reduced by three, and attacks made against him have + 2 in difficulty due to its small size. The storyteller may allow the player to assume a different animal form, but must establish with him the natural abilities that he will grant to the character.

### ●●●● Swarm of Insect

Upon activating this power, the kainite dissolves in a swarm of small creatures, such as lacraias, rats, cockroaches or scorpions. This power is commonly used with insects. The creatures remain under the vampire's control, and he can direct them in unison or as individuals.

**System:** The player can disperse as many creatures as he has blood points, with each creature carrying that blood point; he can choose to form fewer creatures, in which case the blood points are divided as evenly as possible between them. Creatures can act together, or individually follow a simple plan, such as "spread and hide". The character will be able to pay attention to only one component creature at a time. For example, he can overhear a conversation using the body of a mouse, while instructing dozens of others to keep moving and avoid being detected.

When using this power, each creature within the swarm of animals must remain 100 yards / meters from each other. any animal that leaves this ray immediately dissolves into ashes, and the vampire loses the blood carried by that creature. The vampire can reform from

any of the creatures in the swarm, but when he rebuilds himself, all animals within a 10 yard / meter radius are drawn back to their physical substance. Other animals (those that are very far away) dissolve into ashes, and the vampire loses his blood.

Swarm of Insects takes three turns to take effect and lasts until sunrise or until the vampire decides to resume his humanoid form. At that time, all of the component creatures present are reabsorbed by the Gangrel's body, along with the blood points the animal carried. If this leaves the vampire with less than three blood points, he must immediately check for frenzy. Creatures that do not join the Gangrel's body can be reabsorbed at any time, although if there is only one creature left in its swarm, the Gangrel immediately reverts to its natural physical form. The vampire must rebuild himself at dawn. He can choose which creature in the swarm to incorporate again. All non-resorbed creatures dissolve in small piles of ash and blood at dawn. The vampire can use the following Disciplines while in this form: Auspex, Celerity, Fortitude, Obfuscate and Potence.

#### ••••• Form of Mist

At this point, the vampire's body and soul are united in purpose, and even becoming insubstantial is only a matter of desire. The vampire can become a mist, moving at an accelerated rate and able to slide through narrow slits under doors, through slits of arrows and along the narrowest edges. A strong enough wind can temporarily remove its mist form, but it cannot be destroyed. It can reach its prey, no matter where it hides.

System: No testing is required. Spending a blood point activates this power. The transformation takes three turns, although, as with Form of the Beast, this time can be reduced by spending additional blood points. A vampire in the form of mist can use any Discipline that he is physically able to use. The mundane physical attack does nothing to the Form of the Mist. Burglars must use supernatural means or aggravated damage to injure the Cainite. Even so, fire and sunlight do less damage to the Cainite. The fog also cannot physically attack anything, including another mist-shaped.

#### ••••• Death's Hidden Crawl

Your character can use this subtle application of Protean to subvert one of his greatest weaknesses: torpor. While the vampire still suffers from torpor and still largely remains a motionless corpse during a long sleep, he can move slowly across the floor when no one is looking. Another variation of this power is that if the Gangrel is on top of the earth, its body is automatically buried with

Fusion with the Earth while no one is looking.

System: This power does not require scrolling. It cannot be used while any character is aware of your character. This power can only be active when in a daze, the character cannot move more than one meter or yard per hour. In the case of the character merging with the earth, the blood expenditure is automatic. If there is no blood remaining on the character's body, the body will then crawl to the safest place possible. The character can use Hidden Death Tracking anytime he enters torpor, even during the day. It does not walk or crawl properly. Your body tenses up and retracts like a worm to slowly pull you to safety.

#### ••••• Purify Impaled Beast

Wiser Cainites use this power as the great excuse as to why members of the Gangrel clan are so difficult to kill. This power allows the character to expel any objects that enter his body and that do not belong to him, even stakes.

System: The player spends a blood point and then tests the character's current Willpower (difficulty 9, if he expels a stake). One success is sufficient to remove any foreign objects. Still, to keep other foreign objects inside, such as a hook hand or an earring, requires a Willpower expenditure at the time of the test.

#### ••••• • Marble Skin

The blood supplies and the body hardens. When she wishes, the elder's skin becomes a fine, solid stone: cold, smooth and incredibly difficult to penetrate. The degree to which the skin changes varies from elder to older, but there is always some kind of evidence that your skin has changed in nature. For example, it can be difficult to touch, without pores and smooth or with the color of onyx.

System: Spend three blood points. The transformation is reflexive. Damage dice for inflicting physical wounds on the vampire is halved, rounded down. Fire, sunlight and other supernatural means of aggravated damage pass straight through the Marble Skin.

#### ••••• • Shape Mastery

With this power, the vampire forces a creature that changes in order to return to its true form. Gangrel change from animal to vampire, Shapeshifters take on their human forms and other creatures find their standard shape with a simple touch. It is said that this power was created by the Gangrel as a guarantee that some Tzimisce would not try to destroy them with the Zulo Form.

System: The vampire must touch the victim's flesh.



This can be done as part of an attack. Spend a Willpower point and roll Manipulation + Animal Ken on a difficulty equal to the victim's current Willpower points. Success forces the victim to return to his true form and keep him in that standard form for one turn. Additional successes add additional turns where the creature gains its shape-shifting abilities.

### ••••• •• Shape of the Beast's Wrath

The form of the elder is transmuted once again, but not only in the animal he has become. Now, he becomes a great beast, somewhere between his own dangerous form and a giant humanoid version of the beast for which she has the greatest affinity. Large winged ravens, a furious werewolf, or a horde of mice the size and shape of a three-meter-tall giant are possible.

**System:** The player spends three blood points to initiate this change. It takes three turns, but a player can reduce that time as in Protean 4. The vampire can remain in this terrible shape until the next sunrise, or until she chooses to return to her usual shape.

Your new form gains a total of seven extra points of physical attributes, one of which is Strength, Dexterity and Stamina. The remaining four points can be distributed among any Physical Attributes the player wishes. The vampire deals Strength +2 aggravated damage with his bite or claws. He gains an additional vitality level (Injured -2) and his running speed is doubled. Your senses are supernaturally sharp. It is assumed that he has the Eyes of the Beast active and, in addition, gains the benefits of Sharp Senses while in this form.

There are natural and logical disadvantages, being a giant beast. At the Storyteller's discretion, social rollovers can be heavily penalized or fail automatically. All difficulties in resisting the frenzy while in this form increase by two, and Willpower cannot be spent to reduce or resist the frenzy.

### ••••• •• Spectral Body

The vampire's body is so completely controlled that she can appear to be herself and yet has no substance at all. After using the Spectral Body, it behaves in the same way as the Mist Form, with only added benefits. The vampire can simply walk through walls, sink into the floor and move any way he wants.

**System:** Power requires three blood points and is instantaneous. An elder vampire can go from substantial to insubstantial, in an instant. It cannot physically interact with any object. The character ignores gravity and moves in any direction he wishes, as fast as he could walk or run normally.

Damage to any physical way is nullified, and its absorption dice for resisting fire and sunlight is doubled. If you can stay awake, you will look pale and almost ghostly if you dress in the sun for as long as you can resist the sun's rays.

## Mytherceria

As ambiguous and mysterious as the strange mixture of fae and vitae magic that is the blood of Kiasyd, Mytherceria simultaneously obscures and reveals the truth. This Discipline is rarely taught to non-Kiasyd, as Kiasyd weirdos need all the advantages they can get to survive.

### • Folderol

Kiasyd's very existence is a lie, making it hyperconscious of the lies told by others. Whenever someone deliberately tells a lie, Kiasyd's body reacts to it in a unique way, causing the victim to bleed from the eyes or ears when telling a lie, while the eyes of another Kiasyd shine unusually.

**System:** Kiasyd knows when a target is deliberately lying. No test or expense is required, but the character must explicitly activate it, which can be done with a turn. This power provides no insight into what the truth can be. The victim, if mortal, feels the blood running through a hole. Kiasyd's eyes can become a little more flashy.

### •• Faery Vision

The Kiasyd is a creature born from two worlds, and this allows him to highlight those who share a heritage similar to hers. He can also recognize life-based magic, though not the Disciplines. This ability works differently for each Kiasyd: for some, the Fae can smell like apples, while for others the magic can resemble bright flames.

**System:** Kiasyd sees fairies and other mortals touched by fairies for what they are, without the need for a test. In addition, it can detect magic that does not come from ghosts or undead, including wizards, werewolves and other sources naturally. Unlike Auspex 2 - Spiritual Sense, with this power, the Kiasyd knows and feels what that type of emanation is feeling. He can recognize these phenomena for what they really are, as long as he has seen similar effects before. Therefore, if a magician is performing the magic, then Kiasyd understands that that is Magick. If a Lupine is using its abilities, the Kiasyd will feel Gnosis flowing through the Werewolf.

### ••• Aura Absorption

Many legends speak of fae feeding on emotions. By subconsciously tapping into her fae-touched heritage, Kiasyd can absorb emotions and impressions from objects

and places, allowing her to relive them while ingesting them. She touches the object and removes its identity.

**System:** The player makes a Perception + Empathy roll, with a difficulty determined by the storyteller based on the age of the impressions and the mental and spiritual strength of the person who left them. An image of type of scene and an aspect of the person's identity (Nature, Behavior, aura, name, sex or age) are revealed for each success obtained in the test. Subsequent uses of Aura Absorption or Spirit Touch on the same object have their successes penalized with early Kiasyd successes.

### •••• Fae Protection

By externalizing emotional confusion, Kiasyd creates protection that disorients and confuses anyone who sees it. He can inscribe such protection on an object, place or person. The Fae Protection can be perceived by another Kiasyd only. Auspex does not identify the true source of this power.

**System:** The vampire inscribes a protection symbol in a visible location and the player rolls Intelligence + Crafts or Empathy (difficulty 7 for inanimate objects or the target's current Willpower +2, to a maximum of 9). Anyone who enters the protected area or touches the protected object loses two dice from his Intelligence dice stops as long as he maintains contact or proximity to the protection.

In addition, anyone who sees protection is disoriented, unless they pass a Wits + Investigation roll (difficulty 8). Kiasyd is immune to its own protections. Protection lasts for a period indicated by the number of successes on the Kiasyd test.

Successes	Duration
1 Success	One hour
2 Successes	One night
3 Successes	One week
4 Successes	One month
5 Successes	One year

### ••••• The Sphinx Enigma

The Kiasyd invokes the mystery of its existence to create an enigma for its victim that will completely consume your attention. The victim is so focused on solving the puzzle on his own that he excludes anyone who tries to tell him the answer.

**System:** The player rolls Manipulation + Occultism (difficulty equal to the victim's current Willpower). After a successful test, the victim can do nothing but sit back and reflect on the puzzle until he has accumulated

Kiasyd's successes three times.

The target tests Wits + Occultism (difficulty 8, more or less the number of Derangements the victim has, at the discretion of the storyteller). He takes this test as soon as the riddle is told, and then once an hour, until he has enough successes. If the victim fails a check to solve the Enigma, he takes a level of lethal damage as the mystical enigma destroys his body and loses all successes from the accumulated total. This damage cannot be cured until the puzzle is solved. Kiasyd can end this trance by telling the victim the answer, but no one else can.

### ••••• • Steal the Mind

This power gives Kiasyd the ability to steal someone's mind. The victim of Stealing the Mind loses his memories and all the knowledge he has accumulated. The gains from these memories for Kiasyd last a short time and you usually use that time to enroll them before they revert to the original owner, assuming the Cainite allows this to happen.

**System:** The player chooses a deadly or supernatural target and rolls Perception + Lips (difficulty equal to the target's current Willpower). As long as the Kiasyd has "stolen" the subject's mind, he maintains his own consciousness, but has full access to all the subject's thoughts and memories.

The subjects are unaware that they have been affected in this way, although any attempts to harm them return their intelligence immediately. Mortals do not have access to their knowledge while this power is active, but most Talents and Skills (those who work on muscle memory) are still present. The Storyteller may need a description as to which Abilities are lost. Those who are victims of this power for long periods of time, may die of hunger, although they will eat the food presented to them. The number of successes determines the duration of the effect, although the Kiasyd can return the subject's mind at any time before this period ends. If the victim dies before the memories return, the Freak keeps them. If Kiasyd kills the target to keep his memories, the character may need to test for degeneration, depending on which Philosophy follows.

Successes	Duration
1 Success	10 minutes
2 hits	One hour
3 successes	One night
4 One	Week Successes
5 Successes	One month



## ••••• • Absorb the Mind

This power, similar to Stealing the Mind, allows the vampire to absorb his victim's Abilities. These characteristics are transferred permanently, the victim loses knowledge, and the Member gains it. Absorbing the Mind is an extremely invasive and insidious power, and fortunately, only a handful of vampires in the world know this.

**System:** The player rolls Perception + Empathy (difficulty equal to the target's current Willpower). Normally, targets of this power can resist with a Willpower roll (difficulty equal to Kiasyd's current Willpower). The difference between the two determines the effect. If the target gets more successes, he resists completely and the Kiasyd will never be able to use Absorb Mind again on the same victim. If successful, Kiasyd can select a combination of Skills to your satisfaction.

Taking some of the Skill points of a victim can leave a remainder. Kiasyd does not need to take all the points of a subject in a given capacity. For example, a character with three points in Occultism, from whom Kiasyd steals one, keeps Occultism at 2. If Kiasyd has more points or equivalents in a given ability, these points are not meant to increase your own ranking. In the previous example, Kiasyd would not increase its Occult rating if it already had a rating of one or more, as it took only one point. If Kiasyd fails to attempt to use this power on a target, without a subsequent attempt it can do so on the target after a year and a day.

In all cases, the maximum that the Kiasyd can increase in an Ability will be equivalent to the level that the target has in that ability, so if the victim has only one point in Law and Kiasyd receives one point, he cannot earn 2 points on right. Generational restrictions apply: A Sixth Generation Kiasyd can have a maximum of seven points in an Ability, for example. All losses of ability on the part of the victim are permanent, although they can be returned to their original levels by spending an experience point.

Successes	Reward
1 Success	Steals 1 point.
2 Successes	Swipe 2 points in one Ability.
3 Successes	Swipe 3 points out of two Abilities.
4 Successes	Steals 4 points out of three Abilities.

5 Successes

Swipe 5 points on up to four Abilities.

## Obfuscate

Obfuscate is based on hiding from the eyes, causing people to avoid looking at where it is hiding or appearing differently in person's view. In the case of the vampires who dominated the Obfuscate, this paranoia is justified. While evil can be debatable, Obfuscate means that a talented vampire can be lurking in the darkness ready to attack or flee at any moment. The Cainite must be around to do this, no more than five meters per Wits + Stealth points from his possible victims.

Most mortals, even those trained in Acuity, fail to see through the deception of Obfuscate. Some unique individuals may be able to see through these lies. Children, horses, dogs, some cats and very few religious visionaries are not affected by the Obfuscate, but that is up to the storyteller.

Cainites with Auspex Discipline may be able to pierce a Cainite's Obfuscate. For more information, see Auspex on page 156. Most Obfuscate powers last a scene once activated, unless they are eliminated by the Cainite. They do not need any special concentration to sustain, once created.

## • Silence of Death

With this rudimentary understanding, the Cainite can make things around him disappear until silence, although the sounds from beyond the neighborhood are filtered out, anything in the immediate area fades into nothingness. In most cases, this nimbus moves with the Silence of Death.

**System:** There is no roll. The power creates a zone of absolute silence around the character, with a maximum radius of 20 feet / 7 meters. No sound occurs within this zone, although sounds originating outside the area of effect can be heard by anyone in it. In addition, if the player spends two blood points and the character spends five turns in concentration in a room or enclosure, the silence remains on him after the character leaves the room and lasts until he wants it to end. A character cannot create more than one zone of silence, so if he wants to use the Silence of Death on himself (or curse another room), the zone in the first room automatically disappears.

## •• Unseen Presence

With experience, the vampire can move without being

seen. The shadows seem to move to cover him and the others automatically avoid his gaze as he passes. People unconsciously move avoiding contact with the hidden creature, those with weak wills may even run from the area with unrecognized fear. The vampire remains ignored indefinitely, unless someone deliberately seeks him out or unknowingly reveals himself. Since the vampire maintains his physical substance, he needs to be careful to avoid contact with anything that might reveal his presence (dropping a vase, bumping into someone). Even a whisper or scratching shoes on the floor can be enough to break the spell.

**System:** No roll is required for a character to use this power unless he speaks, attacks or somehow attracts attention to himself. The storyteller should ask for a Wits + Stealth roll in any circumstances that might cause the character to reveal himself. The difficulty of the move depends on the situation, stepping on a creaky floor may be 5, while walking through a large puddle may be 9. Other actions may require a number of successes. Talking softly without revealing your position, for example, requires at least three successes.

On success, the vampire, all clothing, and objects that could fit in a pocket are hidden. Some things are beyond the power of the Invisible Presence. Although a vampire is invisible, when speaking through a window, shouting hysterically or throwing someone through a room, he will certainly become visible. The spectators break the state of escape imposed by the Obfuscate. Even worse, each spectator can test Wits + Awareness (difficulty 7) and if successful, the mental fog clears completely, making these individuals remember each movement that the character performed until that moment, as if he were visible throughout the time.

### ••• Mask of a Thousand Faces

The vampire can influence the perception of others, making them see a face different from his. Although the Kindred's physical shape does not change, any observer who cannot perceive the truth, sees whoever the vampire wants him to see.

The vampire needs to have a firm idea of the countenance he wants to project. The first thing to be decided is whether he wants to create an imaginary face or whether he wants to overlay another person's image. Fabricated characteristics are often more difficult to compose in credible proportions, but such disguises are more easily maintained than those that embody other people. Obviously, things become simpler if the Kindred lends a face but does not care about the personality.

**System:** The player rolls Manipulation + Performance (difficulty 7) to determine how well he creates the disguise. If the character tries to impersonate someone, he needs to take a good look at the target before creating the mask. The storyteller can increase the difficulty if the character has only a glimpse. The table below lists the degree of success in making other appearances. Really, posing as someone else has its own problems.

Vampires who wish to disguise themselves as more attractive than themselves must spend additional blood points equal to the difference between the vampire's appearance and the mask's appearance (meaning that younger vampires may need more time in order to spend the necessary blood).

Successes	Result
1 Success	The vampire keeps the same height and build, with some minor changes basic features. A Nosferatu may resemble with a normal mortal despite ugly.
2 Successes	The illusion is not like the target. People don't easily recognize or agree on their appearance.
3 Successes	He looks what he wants appear.
4 Successes	Complete transformation, including gestures, mannerisms, appearance and voice.
5 Successes	Deep change (can be look like a member of opposite sex, old vastly different, with extreme differences in size).

Really, posing as someone else has its own problems. The character must know at least some basic information about the individual, especially difficult illusions (deceiving a lover or close friend) require at least some familiarity with the target if the attempt is to be successful.

### ••• Invisible Weapon

This power can be a powerful weapon for an assassin or a thief. Invisible Weapons gives the vampire the ability to hide his weapons without attracting attention, even if he is walking with a sword in hand. Power also helps to hit a target without seeing the direction of the attack.



System: The character chooses a weapon and rolls Manipulation + Melee (difficulty 7), the power will last 1 hour per success. The weapon will be dazzled and invisible to anyone who does not have Auspex higher than the vampire. Characters with Auspex equivalent to the Obfuscate level are subject to the rules of See the Unseen.

When attacking someone, then the victim will not see the direction of the attack. If for any reason someone has reason to be suspicious, such as a suspicious approach, they can try to take a defensive action, such as avoidance or defense with +3 difficulty. Any attack will break the weapon's invisibility. Others will see the vampire's hands empty. Spending Willpower is necessary to keep it hidden. Power also works with bows and crossbows, obfuscating projectiles as well, the same goes for throwing weapons. It is not possible to obfuscate the weapon after everyone notices it.

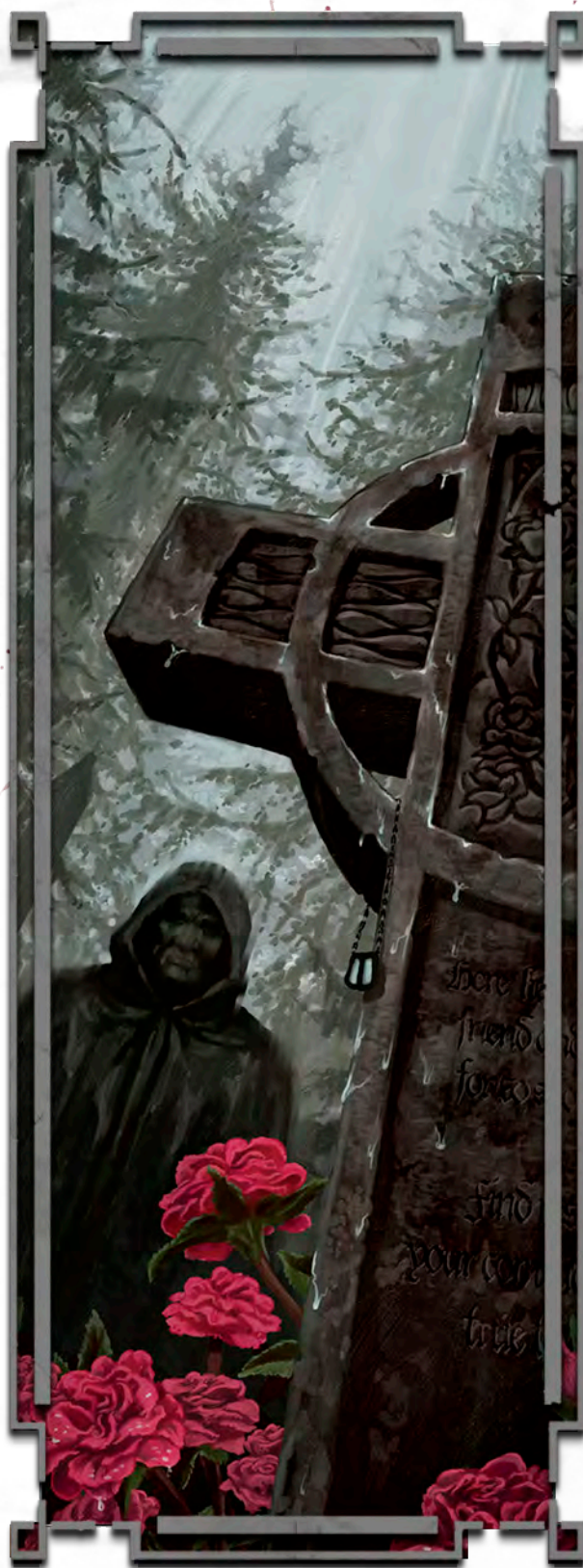
Despite the name, the power can be used for anything the vampire has in his hand. This can be a very effective tool for a thief. When not using weapons, the power will be activated by Manipulation + Stealth or Streetwise.

### ●●●● Fade from the Mind's Eye

This powerful expression of Obfuscate allows the vampire to disappear in everyone's view. So deep is this disappearance that the immortal can disappear, even if he is directly in front of someone. While the disappearance itself is quite subtle, its impact on those who see it is not. Most mortals panic and flee as a result. Individuals with very weak will sweep the Kindred's memory from their minds. Although other vampires are not so easily shaken, even Kindred may be momentarily surprised by the sudden disappearance.

System: The player tests Charisma + Stealth, the difficulty is equal to the target's Wits + Alertness (use the highest total in the case of a group, if the character disappears in front of a crowd). With three or less successes, the character fades but does not disappear, becoming an indistinct and ghostly figure. With more than three, it disappears completely. If the player scores more successes than a Willpower observer's level, the person forgets that the vampire was there.

Tracking the character accurately while he appears to be a ghost requires a Perception + Awareness or Alertness check (difficulty 8). A success in this play indicates that the individual can interact normally with the vampire (although the immortal looks like a deeply disturbing ghostly form). A failure results in a +2 penalty (maximum of 10) for the difficulty of acting or interacting with the vampire. The storyteller may require further observation





tests if the vampire moves to a place where he is more difficult to see (walking in the shadows, crossing behind an obstacle, proceeding through a crowd).

When fully invisible, the vampire is treated as described in Invisible Presence, above. A person subjected to the disappearance tests Wits + Courage (difficulty 9 for mortals and 5 for immortals). A successful *reste* means that the individual reacts immediately (however, only after the vampire performs his or her turn action). A failure indicates that the person remains confused for two shifts, while his mind tries to understand what he has experienced. Characters with Fade from the Mind's Eye can use the same effect to obfuscate the weapons used by Invisible Weapon in Obfuscate 3. Thus, the vampire remains hidden even after people have seen his attack.

### •••• Blind Acceptance

When Cainites use this level of Obfuscate, they cause the people around them not to pay so much attention to them. This technique serves to end to some extent the repercussions of the acts of its practitioner, making everything seem much more acceptable. Remember that this power has its limits: While an excuse can be made to carry a scorpion in the middle of the street (with an excuse like "I'm taking it to be fixed"), throwing it at a soldier will attract attention.

**System:** The player spends one point of blood and Willpower, testing Manipulation + Subterfuge (difficulty 7). All observers must achieve a greater or equal number of successes on a Wits + Alertness roll (difficulty 8, reduced to 6 if the observer is looking for suspicious activity) to understand the character's actions. This must be done long enough so that the action is no longer a physical threat and the character does not attempt to interact with the observer.

Unlike the lower levels of Obfuscate, it remains effective even if the character comes to act in an indiscreet manner. While using this discipline, the vampire manages to enter the senate even though he is a commoner or force a lock on the inn where a patrician is installed. No one, with the exception of the most perceptive or paranoid individuals, would care about the fact, and would forget to have witnessed it, as long as the action is classified as non-threatening by those who observe it. The storyteller's is always the final arbiter of any character's definition of "non-threatening".

### ••••• Cloak the Gathering

At this level of power, the vampire can extend his concealment skills to cover an entire area. The immortal

can use any Obfuscate power on nearby people as well as on himself, if he wishes. Any protected person who compromises the integrity of the disguise, reveals himself. Furthermore, if the person who invoked power is revealed, everyone's disguise disappears. This power is particularly useful if the vampire needs to move his companions from a safe place without attracting the attention of others.

**System:** The character can hide one person for each Stealth point he has. He can confer any Obfuscate power, at any given time, to the entire group. Although the power extends to everyone under the guise of the character, the player only needs to make a single move. Each player must follow the requirements outlined under the relevant Obfuscate power in order to remain under its effects. Anyone who is unable to fulfill them loses the protection of disguise, but does not reveal the others. Only if the vampire makes a mistake does the gift fall apart for everyone.

### ••••• Blank Mind

A vampire with this power is able to get rid of telepathic contact, and easily withstand invasive probes in his mind.

**System:** This power is a great protection against sensory powers. With the expenditure of a blood point the power will be active for one scene. Any attempt to read the mind must first be tested by Perception + Empathy (difficulty equal to Wits + Alertness of the character with Obfuscate). Using power also lets the character know that they are reading his mind and that someone is in his head. Some vampires perform the inevitable combination of Mental Barrier with this power to try to cancel the successes of the opponent who is trying to influence the mind.

After all, the user of Blank Mind can try to shuffle his thoughts with a Wits + Subterfuge test (difficulty equal to Wits + Alertness of those in telepathic contact). If it passes, then all the difficulties to suggest, contact or read the mind go up to 8.

**Example:** *Lextalions, the Malkavian is tending to access Callistheu's mind. If Lextalions fails the Perception + Empathy roll, he will not be able to read the mind. If Lextalions pass the test, Callistheu will know that someone is invading his mind. Soon, Callistheu will scramble his thoughts to make it difficult to read the mind, increasing the difficulty of Lextalions to 8.*

### ••••• • Concealment

The vampire can hide an inanimate object up to the size of a house (Obfuscate cannot be used to hide inanimate objects without using this power). If the object is hidden, all its contents will be hidden. As long as Concealment is in effect, passers-by will bypass the hidden object, as



if it were still visible, but refuse to acknowledge that they are making some kind of detour. This power works differently from Invisible Weapon, since the vampire does not need to carry it to conceal it.

**System:** To activate this power, the character must be within about 30 feet (approximately 10 meters) of the object to be hidden. The Hide power works as an Invisible Presence for detection purposes, as well as the duration and durability of the disguise. Concealment can be used on a horse or carriage the character is traveling on.

### ••••• • **Soul Mask**

In addition to hiding his form, a vampire who has developed Soul Mask is able to hide his aura. And it can display any combination of colors and tones you want, or it may appear to have no aura. This power was developed by the most ancient, who reached such a level of power through diablerie.

**System:** The use of this power allows the projection of only one aura (or lack of it). The vampire chooses the precise colors to be displayed when using Soul Mask. If the character has no experience using Aura Perception, he cannot choose an alternative aura, as he has no idea what it would look like, although he can still choose not to exhibit any aura. Soul Mask can be purchased multiple times, if desired, in order to provide the vampire with multiple aura alternatives to choose from. Unless the player decides otherwise, the Soul Mask is always active. If the character has purchased Soul Mask two or more times, his displayed “pattern” of aura is the first he has learned.

### ••••• •• **Fortress of Silence**

This subtle yet potent power eliminates the vampire from unwanted Derangements, allowing for greater clarity of thought and greater awareness of himself. Elders use it as a way of isolating themselves to recover lost mental strength and quickly elaborate complex plans. Fortress of Silence can also be used in others. When used offensively, it causes increasing delirium and confusion by trapping the victim in the deafening and maddening drum of his own blood that flows through all veins and arteries, weakening even the strongest opponents on the verge of madness.

**System:** With the use of a blood point after activation, this power reverses the effects of the Silence of Death, simultaneously cutting off a character from external distractions, while internally calming the peripheral subconscious background noise and conversations. The difficulty of all Perception-based tests for characters meditating in Fortress of Silence is increased by two. This

control focused on his own thoughts, however, allows him to reinvigorate his will, rejuvenating a point of Willpower lost every 15 minutes. After a character ceases meditation and emerges from the Fortress of Silence, the difficulty of all tests involving Mental Attributes and Willpower decreases by one for the rest of the night.

To hit an opponent with this power, the player spends a blood point and rolls Stamina + Occult (difficulty equal to the opponent’s willpower). The target acquires a temporary Derangement if the power user succeeds. With three or more successes, this Derangement is permanent. The duration of the Derangement will remain for the rest of the night. In addition, the number of successes taken in Fortaleza do Silêncio reduces the target’s Mental Attributes and Dexterity dice, preventing it from using its full potential. When experiencing such penalties, the target of this power can spend Willpower points to recover from the negative effects. One for the penalty, one for the Derangement.

### ••••• •• **Veil of Legions**

Similar to Cover the Group, this power was created by Nosferatus strategists who wanted to hide large armies. A Cainite proficient in this power can keep concealment at bay so that it does not compromise the integrity of the veil. Any individual who compromises the veil is exposed to the vision.

**System:** The vampire can hide 10 individuals for each Stealth point he has. No scrolling is necessary to create the veil, but anyone who wants to can break it. Sounds of movement, breaths do not break it, but screaming and fighting requires the vampire to make a Wits + Stealth roll to maintain concealment. He can choose whether to apply this power to a person who wants to leave the area by rolling Wits + Stealth (difficulty 7). The maximum distance from the veil will depend on the difficulty of success.

Successes	Results
1 Success	10 meters
2 Successes	30 meters
3 Successes	90 meters
4 Successes	450 meters
5 Successes	2 kilometers

## **Potence**

Potence is reflected in a character’s supernatural ability to focus his strength in incredibly destructive ways, bringing complete destruction to those he meets

with his fury. Naturally Power guarantees Contusive and Non-Lethal damage. It is necessary to buy Barbarity to guarantee Lethal damage.

## • Mighty

As in Fortitude, Potence can be used in a subtle and gross way. Mighty is the raw form. This level of Potence allows the character to use his strength to guarantee resounding and supernatural effects with Potence.

System: Mighty reflects the effects of other physical disciplines, such as Fortitude and Celerity. The Mighty effect allows the character to use his Potence as automatic successes in tests related to Strength. Although, the character has to spend one blood point for each power point he wishes to use as automatic successes. Saving lasts for the number of turns equivalent to the character's Potence. As with Celerity, the vampire with this power must decide how many points to expend from his Potence to deal automatic damage.

*Example: Patroclus has Potence 3, with Pujança as its first level. When Patroclus uses his Potence, he will spend three blood points. Your Potence will guarantee in any Strength test, 3 automatic successes during three shifts. After that, Patroclus must reactivate his power with the same or a smaller amount of blood. If Patroclus wants to use only 2 Potence, just spend 2 blood points.*

## • Natural Power

Although more subtle than Mighty, Natural Power can be just as brutal as at higher levels, as it adds Potence to a vampire's Strength rolls.

System: The effect of this power is active all the time and does not require any blood expenditure. The character gains an amount of dice equivalent to his Potence level for all tests involving the Strength Attribute. As in Celerity and Fortitude, the Kindred needs to define how many points he will use in Mighty and how many points he will use in Natural Power, being impossible to use both at the same time at maximum capacity.

*Exemplo: Pontius has Potence 4. If Pontius needs to do any Strength check, without the expenditure of blood he can naturally add his supernatural strength to rolls. That is, if Pontius has Strength 2, in a Strength test he will roll the Potence + Strength attribute, ensuring a total of 6 dice on the roll. This power does not guarantee automatic successes as in Potence, although the character can roll as if it were his natural strength.*

## •• Barbarity

Barbarity is the real reason why everyone should fear the members of the Brujah clan. With this level of power, the vampire's hands move through the flesh in the same

way that a blade can tear open unprotected mortals.

System: A character with Barbarity deals lethal damage with his unarmed attacks. This means that the vampire will damage shields or crush armor, ignoring one level of armor every two levels of Potence. Barbarity costs three blood points, although it lasts an entire scene.

## •• The Vulcan Mark

Some consider this variation in Power to be something input. These are the painters. This power allows the vampire to concentrate his strength to squeeze something very powerfully. It can squeeze, press, or push so hard it can leave a finger or handprint on any hard surface including even solid steel. The use of The Vulcan Mark can simply serve as a threat, or it can be used, for example, to interlock supports on perpendicular surfaces in order to scale them.

System: The Vulcan brand does not require any blood expenditure. By touching his hands to any surface or object, the vampire can leave a destructive mark without much difficulty, at the discretion of the storyteller. The Storyteller must take into account how much strength the vampire can have, the strength of the material and its thickness. If the object in question is thin enough, at the Storyteller's discretion, the vampire may simply be able to pass through (in the case of a wall) or tear it (in the case of a rod or tube). If used for climbing moves, the vampire doubles Strength + Athletics successes when the character is grappling or climbing walls. The same is true when the vampire is trying to push objects. This power can also be used as an automatic success for Force deeds such as bending a metal bar or crushing a resistant door.

Although The Vulcan Mark cannot be used for combat, marking a human body automatically does blunt damage, leaving the limb with a "stepped flesh" appearance. Mortals must roll Courage (difficulty equal to the vampire's Strength + Intimidation). Higher levels could break bones or destroy limbs (Potence 3+).

## •• Relentless Pursuit

The concentration of Potence does not extend only to damage or destruction. The most intelligent vampires really know how to use Potence to their advantage and this power is the clear definition of this. Tireless pursuit allows vampires to leap incredible distances, whether to avoid enemies, jump from roof to roof or escape from a burning place.

System: This power is always active. When jumping, the vampire doubles his Potence as automatic successes for when jumping, even when jumping with Dexterity.



After jumping, a Dexterity + Athletics check must be done to make sure the vampire has landed safely.

**Example:** *Nosferatu Barteau is being chased by a very fast Assamite and has come close to an extremely wide river. He will only be able to escape if he jumps the river, because he knows that his hunter will not cross it. For having Potence 3, Barteau automatically has 6 successes in the jump test before rolling Strength + Athletics to jump the river.*

### ••• Immovable Object

This is the true representation that Potence is the concentration of the force. Using this ability, the Kainite can resist any attempt to move it by telekinesis or physical force. He uses his physical strength, staying in place only with his will.

**System:** The vampire spends a Willpower point. If it is on a solid surface, it cannot be moved. He may be hit by a soldier or hit by a cart and not move an inch, although it will suffer some serious damage. With this level, the character adds Strength + Potence as automatic successes to stay still. The only ways to move it are by destroying the surface, using Earth Shock or vampires with higher levels of Strength + Potence than the character.

### ••• Fist of Titans

With this level of power, the vampire can easily push an opponent or with a little more effort, make him fly away. This power can be used as a “gentle” push, or in combination with a normal attack, however it is easier to concentrate the force when using the power itself.

**System:** To make a simple push on an opponent, the character must choose a target, possibly requiring a Dexterity + Brawl roll to hit him. Then, the player will roll Strength + Athletics, with the difficulty equal to the target's Strength + Athletics (discounting Fortitude, with the maximum difficulty being 9). Each success pushes the target by one meter/yard and it is automatically dropped to the ground at the end of the action. If the victim hits something (or someone), then he must take fall damage equivalent to the distance covered. The target must roll Dexterity + Athletics (difficulty equal to 3 + Power of the attacker) to stay upright.

### ••• Destroy

The vampire with this refined application of Power knows exactly how to apply his deadly force to destroy inanimate objects.

**System:** Spend a blood point to activate Destroy for a turn. With a successful attack against an object, your character applies Potence levels as automatic successes to damage against objects, although he still needs to roll his natural Strength (difficulty 8).

## Traditional Potence

If you have chosen to use the same Potence as described in previous vampire versions, consider that this power only varies levels from 5. Up to level 5, Potence is limited to guaranteeing automatic successes or adding dice to Strength.

**System:** For each Potence point the vampire has, add one die to all Strength-based data stops. Spend a blood point reflexively to turn that die into automatic successes for the turn. In melee combat, this means automatic successes on the damage roll.

Each success gained from Destroying reduces one of the total armor and weapon. Specifically for armor, successes reduce the armor's absorption bonus by one die. In the case of weapons, successes reduce damage in the same way. If the weapon or armor, which has the ability to absorb or cause damage, is reduced to zero, then it is completely destroyed. The same system of successes applies to inanimate objects, be it doors, walls, jars or whatever else comes before the player. The victims themselves will not suffer damage from the attack, only the objects carried.

**Example:** *Tassos used Destroy on Thierry's sword. Thierry's sword causes Strength + 5 Lethal. If Tassos has Potence 5, then he automatically destroys the weapon. But assuming Tassos has Potence 3, then he will need to roll his Strength dice to try to destroy it. If you get 2 more successes, then the weapon becomes unusable until it is repaired.*

### •••• Power of Atlas

Some vampires play with the power of destruction that runs through their vitae. This is a reflection of Atlas Power. When activated, a Cainite is able to further increase the strength potential used for a moment to do more damage or resist legendary moments that require their efforts.

**System:** Power of Atlas costs one Willpower point and requires the expenditure of two blood points. This power lasts for one scene. When activated, the vampire reduces the difficulty of any Strength rolls by one point. In combat, dealing damage is incredibly more effective. Furthermore, immortals with this power are considered “blessed” by the Justitia Deity. Any contest of Strength

that can be tied automatically grants victory to the immortal with this active power. On Strength checks, the vampire always gets one more illusory success when he needs to take advantage of a situation. Even on a damage roll, this elusive success still counts as Baffling to the opponent. As if the vampire's Strength is such that he is capable of hurting even those who have resisted on an equal footing.

Other immortals with Atlas Power can try to "balance" the balance of Strength rolls to the same advantage. In a tie, vampires with higher Potency or equivalent can still "lose" the contest thanks to the blessings of that power. Always compare each member's successes during that roll when considering the results.

### ●●●● **Fist of Caine**

The vampire refines control of his strength to the point that he can project it from a distance. Power scholars make this a devastating blow, using all the benefits of their improved vampiric strength while being a few feet away from their target.

System: The vampire manages to engage in hand-to-hand combat equal to the Potence level in meters / yards

away from his target. The player must roll normally to get it right, but the rules of difficulty and modifiers will apply as if in long-distance combat. The damage from these attacks is equal to the vampire's Potence, but will not be automatic, being calculated after a Strength + Brawl + Potence roll for the damage. This power does not work with other Potence levels.

### ●●●●● **Earthshock**

Knowing where to focus your strength so that it can emerge at another point is one of the specialties of the masters of these disciplines. Earth strike allows the vampire to have the ability to hit the ground at point A, and subsequently have the force of the strike emerging from the ground at point B.

System: The use of Earthshock requires the use of two blood points, as well as a normal Dexterity + Brawl test. The vampire punches or stomps on the ground, and if the attack is successful, the force of the blow emerges from the ground like a geyser of stone and earth directly below the target. The attack can be avoided with a Dexterity + Athletics roll +2 difficulty. Dodging requires the opponent to have more successes than the attacker. The damage dealt is equal to Strength + 5 for characters





who are hit by the blow. Earthshock range is 10 feet or three meters for each Potence level the vampire has, up to the limit of visibility.

Characters hit by the Earth Shock are pushed away after taking damage and need a Dexterity + Athletics roll to avoid falling to the ground.

### ••••• Thalia's Hammer

While mortals need anvils and hammers to forge weaponry, master vampires of Potence need only bare hands. By using Potence, the player can use his supernatural strength to forge weapons of exceptional quality by imbuing some of his mystical strength into the weapons. In ancient Carthage, Brujah masters made powerful weapons for sale and trade, almost as a reflection of the forge's perfection.

**System:** The advantage of Hammer of Thalia is that immortals can create exceptional weaponry. The vampire with this power can perfect weaponry and equipment with his bare hands. By expending two blood points, this power takes effect for one scene. With properly constructed equipment, the character can supernaturally sharpen and fortify it. The vampire doesn't mold the weapon, he just perfects it.

The character must make a Strength + Crafts roll (difficulty 8). Every two successes, an extra damage die can be added to a weapon. The maximum a weapon can achieve with this power is Strength +5. The other use of power is for an immortal to sharpen the edge of his blade in order to reduce the difficulty by -1 to damage rolls, but doing so "forces" the Cainite to always repair his equipment so he doesn't lose the edge and the supernatural utility.

### ••••• • Aftershock

Elder practitioners of Potence can infuse the power of their blood to delay the physical devastation of their attacks. Instead of destroying an opponent immediately, he stores his Potence in his body for later effect.

**System:** The character must perform an attack normally, spending three blood points and not adding Potence to the damage reserve. If the attack causes the victim a point of damage after absorption, the Aftershock will take effect. Instead of adding Potence as dice or automatic successes to the damage reserve, Aftershock "stores" these levels of automatic damage for later activation.

The vampire must specify at any time in the next 24

hours when Aftershock will take effect. At this point, the victim will take Bashing damage, halved (rounded up) equal to their character's Potence even if the vampire does not possess Mighty. Vampires with Brutality can deal lethal damage, but instead of automatic successes, his Potence is rolled against the opponent. A character can only have one use of Aftershock "storing" damage at a time.

### ••••• • Touch of Pain

The vampire with this skill level no longer needs to punch or hit his opponents to deal damage. The vampire uses all his strength in just one touch. The vampire's mystical strength is passed through contact and can destroy the target instantly. Rumors say that an Assamite Elder developed this technique and used it on a group of Brujahs who were intent on committing Amaranth.

**System:** By concentrating and expending a blood point, the vampire can project his full strength on something specific. If something is an inanimate object, then it cannot resist the mystical strength of the vampire. In the case of armor or swords, apply the same rule as Destroy. Living beings, including vampires, can roll the absorption normally. In any case, the level of damage is equal to the Potence of the Kindred. Potence explosions like these can destroy wooden doors or crack stone walls. Educated bruja's can leave their opponents paralyzed with a handshake, without breaking any etiquette by raising a finger against them, even though they are dying to do so.

### ••••• •• Hephaestus Hammer

Hammer of Hephaestus is a clear evolution of Hammer of Thalia. Some believe that the God of the Forge himself taught vampires this gift. Created weapons are magically resistant to both supernatural and temporal damage. On top of that, the cut and damage caused by using them is incredibly superior.

**System:** While Thalia's Hammer strengthens and enhances an immortal's gear, Hephaestus' Hammer makes them incredibly destructive and tough. The character must expend three blood points and follow the same rule described in Thalia's Hammer.

There are three big advantages to Hammer of Hephaestus. The first allows your weapons to deal Aggravated damage. The second advantage allows an immortal, in addition to adding damage dice to his weapon, to exceed his weapon's natural limit by one point. Lastly, durability is the strength of this power and

weapons perfected with Hammer of Hephaestus charge fivefold damage to be properly destroyed.

## ●●●●● ●● Strength of Mars

Mars or Ares, the God of War showed his super strength in his battles against the malefic creatures who tried to destroy Olympus in all these years. Legends tell of the deity lifting trees and even houses or swords that would be heavier than the walls of Troy themselves. All of this could be inspiration for Kindreds to transform the gifts of Potence into a similar power.

**System:** Using this power requires the expenditure of three blood points. When active, the power lasts for one scene and its effects are divine. The difficulty of any Feats of Strength roll (p. 308) is reduced to 6. This empowerment would allow a vampire to raise a tree if he so wished (which would grant Strength +6 Bashing, being trees so large that it would not be possible to dodge it. attack type) or hurl stone blocks like a catapult. Thus, a vampire with Strength from Mars inflicts Strength +1 for unarmed attacks and Strength +2 for kicks. Although the damage is still considered Baffling, characters with Brutality can easily change this small difficulty.

Additionally, the vampire can expend an extra Willpower point, gaining immunity to the damage he takes from his punches. Strength of Mars allows a vampire not to risk injury when hitting hard objects. An immortal with this power and no Fortitude could pound his fists against a solid wall repeatedly and not even skin his fists. Given enough time, the vampire is capable of destroying just about anything, although Potency 3 - "Destroy" is much more effective than repeatedly punching objects.

This extra expenditure grants temporary immunity for a number of turns equal to your natural Stamina to Disciplines that hurt you when it hits your opponents, such as in Fortitude 5 - Personal Armor. In any case, compare the Discipline levels of both characters. Fortitude 8, for example, could not be canceled for this Potence 7. Vampires with higher level Disciplines than the character automatically ignore the benefits given by Strength of Mars.

## Presence

Presence is the Discipline of emotional manipulation. A vampire with this power can change how others feel about her. It ranges from the most subtle push to a storm of emotions. It can inspire everything from passionate

love to numbing terror.

Presence has three advantages. First, a Kainite can use Presence in crowds, not just individuals. Second, it is subtle. A vampire can manipulate the emotions of others without revealing his nature. Third, it transcends all barriers: gender, class, age, religion and even the supernatural nature. This power affects mortals and vampires alike, as do other supernatural beings. However, the downside is that the Presence controls the emotions of its targets, not their actions. Unless Presence is combined with an understanding of the nature of the target and subtle manipulation, it is an unpredictable control.

Anyone can resist the Presence for a scene by spending a Willpower point and succeeding on a Willpower roll (difficulty 8). The affected individual must continue to spend Willpower points until he is no longer in the vampire's presence (or, in the case of Summoning, until the effect wears off). Vampires three or more generations below the bearer need only spend a single Willpower to ignore the Presence for an entire night. In this case, no Willpower roll is required.

## ● Awe

People close to the vampire suddenly feel like getting even closer and become quite receptive to his point of view. Awe is extremely efficient in mass communication. It matters little what is said, as the hearts of those affected turn towards the vampire's opinion. The weakest want to agree with him and even if the strongest will resist, they quickly find themselves in a minority.

Awe can turn risky deliberation into the right resolution for the vampire before his opponent even knows the tide has turned.

No matter the intensity of this attraction, even the most affected do not lose their sense of self-preservation. The danger breaks the fascination, as well as leaving the area of the effect. However, people affected by the Awe will remember how they felt in the vampire's presence. This should influence the victims' reaction if they encounter the vampire again. Awe is one of the first weapons of a Toreador inspired to draw attention to himself and his arts.

**System:** The player tests Charisma + Performance (difficulty 7). The number of successes determines the number of people affected, according to the table below. If there are more people present than the number of people the character can influence, Awe will primarily affect people with lower Willpower scores. The power



remains in effect for the rest of the scene or until the character wants to cancel it.

Successes	Quantity
1 Success	One person
2 Successes	Two people
3 Successes	Six people
4 Successes	20 people
5 Successes	All people close to the vampire
	(a crowd, a theater)

Affected people can use Willpower to overcome the effects, but most have to continue spending Willpower during all turns until leaving the vampire's presence. As soon as an individual uses Willpower points equal to the number of successes obtained, he completely wipes out the Awe and remains unaffected by the rest of the scene.

For the rest of the scene, the vampire has his Presence level as extra dice for any social check.

## • Paralyzing Glance

This power is said to be a predecessor version of Dread Gaze, although there is no need to have this level to purchase Dread Gaze in the future. This power transforms Cainites into beings capable of paralyzing with a glance. The name of power is something of a mistake, because victims of this power are not precisely paralyzed in the physical sense, but can be frozen with pure terror.

**System:** The character must make eye contact with his victim. The player then rolls Manipulation + Intimidation (difficulty equal to the target's current Willpower points). Successes paralyze the victim. The less courageous can cry, be in a catatonic state or babble. Each success defines the duration of this power. Characters can try to resist by spending a Willpower point for success or using Fortitude 2. Unlike the Dread Gaze, this power can only be used on a single victim at a time.

If the victim's life is directly threatened (sunrise, imminent attack, etc.), the character may attempt to break the paralysis with a Courage roll (difficulty equal to the character's Intimidation +3). Success ends paralysis. A critical failure the victim is sent to a continuous state of Röttschreck for the rest of the night.

Successes	Result
1 success	One turn.
2 successes	Three turns.

3 successes	One scene.
4 successes	One hour.
5 successes	One night.

## •• Inspirational Composition

This power allows the characters to use it both in an artistic and political way. Inspirational Composition makes the vampire's words or artistic expression so spectacular that people are completely inspired by the sensations the vampire tries to convey. Musicians find a state of consciousness using a particular type of instrument. He will feel this through the extension of his own body and soul. This allows vampires to produce similar effects. Somehow, the character could create the most beautiful music that people have ever heard. The effect is based on the type of music created.

Poets or speakers find in their words the clearest expressions, passing them on to the audience that hears them, with sensations and feelings completely imbued with emotions, transferring the weight of their words in a way that influences the audience in that way. In addition, the audience will be drawn to the music or speech and inhibited from taking any action that hurts the musician or that they might run. Emotions are imbued through music or oratory in various ways, but in addition to the emotions created, the vampire will have no control over the actions of his listeners. While the song and lyrics direct the audience to take action, listeners will not interpret the song in the same way.

**System:** Activation of power requires only the expenditure of one Willpower point. The player can try to direct the emotions felt by people through this power by testing Charisma + Performance or Expression (difficulty 7). When music or public speaking begins to achieve significant results. This power can be used by choosing your words so that everyone who hears them will be extremely impressed and thrilled by the beauty of them. The music will flow like never before, involving everyone in the sound generated by the character.

When this power is used, anyone who hears it will be hit with the Presence 1 (Awe) effect. While playing or speaking, the character receives a +3 dice bonus to express such emotions on Performance or Expression rolls. Successes cause people to act impulsively in the direction of the emotion the character wants.

Success	Result
1 Success	People look for, inspire that

2 Successes	emotion, make related. People are touched by deeper way. Some seek to move towards the vampire's goals, other only remains reflective about oratory or music
3 Successes	Much of the audience is emotionally moved, wanting to take related by the emotions that the character wanted to pass.
4 Successes	The audience is appalled, completely thrilled and reflective. Few are those that don't do what the person actually want.
5 Successes	People, imbued with emotion do exactly what that the character wants.

The effects of this power are varied. In some cases, it can induce courage, inspiration, love or in other cases, fear. This is not to say that the people who heard it will feel it for the character, but they will be touched by music or public speaking and will see these emotions as a whole. Systemically, hope could reduce the difficulty of Willpower tests, while Inspiration could guarantee extra dice in Courage. The Storyteller is the final arbiter of what effects will be caused and how they are caused. The people who listened are still left with the Awe effect for the rest of the scene when they talk to the character. In negotiations, this type of presentation can bring good results or even calm down when Elisio is very agitated.

In any case, the exact effect of the power is in agreement with the storyteller and must last as long as the music is being played or the oratory is being spoken, for up to a maximum of one scene. As good as the result of the scrolls is, as stated, listeners will interpret the music in unique and different ways and it is not possible to induce everyone to have the same type of interpretation of those presentations they saw.

**Example:** Damocles wants to deliver a speech at a meeting within the Roman Senate. He knows that his words have weight and for this reason, he will transform this speech into a presentation. His words will be measured with caution to create a sense of inspiration for senators. As soon as Damocles starts his speech, he will direct the inspiration of all who hear him, rolling Charisma + Performance (difficulty 6). If Damocles passes, the senators will be graced by his ideas and words,

*reflecting on everything that happened at the meeting. They will not have the same intentions and the same interpretations, but they will be reflective with those words.*

## ●● Imbue Soul Emotion

Although this power is commonly used by artists, it can be a tool for many other Kindreds. This power is capable of imbuing Presence in an object or artistic work. Just use it wisely. In an age as ruled by the arts as in Rome, this power is a full plate for Toreador to be able to expose their emotions in a more powerful way, making everyone understand how they see their own arts.

Some vampires, including artists such as sculptors, blacksmiths, armorers, painters and writers, can put part of their Presence in their work. The spectator of that work will particularly feel the emotion imbued in the work. The object must carry some obvious symbolism for the emotion pierced in that work. With this power, the characters can produce magical items, such as a sculpture that makes people feel sad, a sword that conveys the sensation of terror, an armor that shows courage or even a wooden figure that causes laughter and so on. against.

**System:** While a character is sculpting, creating, composing or complementing, he will activate this power. The character must perform a Dexterity + Crafts or Expression roll (difficulty 7). Each success on the first test will guarantee +1 difficulty (up to a maximum of 9) to resist Self-Control / Courage while they are close to the character's work. He can define which emotion he wants to imbue in the object, choosing between sadness, courage, anger, happiness or fear. The effects of the emotion caused are defined by the storyteller.

During the making of the object, five blood points are spent to imbue the Presence in it. Anyone who sees the object will have to resist with a Self-Control / Courage roll (difficulty 3+ acquired successes). The effects on the object last the character's Presence level for weeks. If the character wishes to make this effect permanent, he must spend a permanent Willpower point. The character who sculpted the work cannot be affected by the power imbued with it.

**Example:** Octávio is a weapons maker. His clan allows him to have natural Potence and Presence, since he is a member of the Brujah. The last blade that Octávio forged with his own hands had the feeling of fear imbued in it. Octávio believes he has created the wonder of his life and his opponents will run before his Presence as soon as they glimpse his sword, imbued with fear.

## ●●● Transmit



The character can talk to someone so that what he says has hidden meaning. The vampire designates a person to receive a message radically opposed to the listener. As long as the chosen listener is there paying attention to the conversation, he will interpret the message as the character wishes.

Characters using this power can tell a person that his work is incredibly beautiful, while in reality he is saying that neither art is good enough to be in the trash. He could openly profess his love for someone close in the same room without anyone else noticing. If the character spends more than one blood point per turn, he can use this power in conjunction with Dominate.

System: This power lasts one turn per Willpower spent. Basic understanding of the message requires a Manipulation + Empathy roll (difficulty 11-Perception of the target, at least 4). Each success guarantees a different effect for power.

Success	Effect
1 Success	Success succeeds simple message like some words.
2 Successes	A common message, such as a sentence.
3 Successes	A clear message, like a long sentence.
4 Successes	A detailed message.
5 Successes	Exactly what the character wanted to pass.

Sensory powers can intercept messages like this. A critical failure could cause the character to convey what he is saying to everyone around him.

### ... Dread Gaze

Gaze Terrifying and allows a vampire to take a spark of fear and turn it into paralyzing terror. By revealing its predatory nature, such as showing its fangs, growling, showing its claws or crying blood, the Terrifying Look ignites that natural reaction in meaningless terror. Victims recklessly flee, freeze in fear, or cringe and beg for mercy.

System: The player rolls Charisma + Intimidation (difficulty equal to the victim's Wits + Courage). Success indicates that the victim is intimidated, while failure

means that the target is frightened, but not terrified by the sight. Three or more successes means he flees in abject fear, victims who have nowhere to run grab the walls, hoping to dig a way out instead of facing the vampire. In addition, each success subtracts one from the target's action dice charts for the next turn. The character can attempt to Dread Gaze once per turn against a single target, although he can also perform it as an extended action, adding his successes in order to subdue the target completely.

When the target loses enough dice to fail to take any action, he is so shaken and terrified that he curls up on the floor and cries. Failure during extended action means that the attempt fails. The character loses all collected successes and can start over on the next turn, while the victim can act normally again.

### .... Entrancement

With ecstasy, a vampire links the victim to his service. Individuals in a trance have their feelings distorted so that they want to serve the vampire. They want to fulfill every desire, need or desire of her, believing that they do it out of true devotion.

Since only the target's emotions are captured, not their minds, they are free to use their skills in the service of the vampire, but that makes them unpredictable. Furthermore, since the braiding is temporary, an intelligent vampire always has a plan for how to deal with the servant as soon as the effect wears off. Servants can react with anger, horror or hatred if they understand that they have been bewitched. Some vampires prefer to get rid of them, while others permanently secure them with a Blood Bond.

System: The player spends a blood point and rolls Appearance + Empathy (difficulty equal to the target's current Willpower points). The number of successes determines how long the subject is in a trance, according to the graph below. Targets can still spend Willpower to temporarily resist, just like any other Presence power. The storyteller may prefer to take the test, as the character is never sure of the strength of his control over the victim. The vampire can try to keep the target under his control with more blood and more tests.

Successes	Result
Critical Failure	The target cannot be mesmerized by the rest of story.
Failure	The target cannot be mesmer-

	ized for the rest of the night.
1 Success	One hour.
2 Successes	One day.
3 Successes	One week.
4 Successes	One month.
5 Successes	One year.

## •••• Summon

This impressive power allows the vampire to call anyone he has ever met. This call can go to anyone, mortal or supernatural, at any distance within the physical world. The subject of Invocation comes as quickly as he is capable, possibly without even knowing why. He intuitively knows how to find his Summoner. Even if the vampire moves to a new location, the target redirects its own course as soon as it can. After all, he's coming for the vampire himself, not some predetermined location.

Although this power allows the vampire to call someone at an impressive distance, the journey is slow during the time of the empire. So it is most useful when used locally. Even if the desired person reserves the ships faster or travels skillfully, the trip can take days, weeks or months. Obviously, the individual's financial resources are a factor, if he does not have the money to travel quickly, it will take much longer to get there. The subject thinks mainly of reaching the vampire, but does not neglect his own well-being. This is less important if he only has to cross a room, unless he has to go through a gang of thugs determined to beat him until he becomes pulp for that. The individual retains his survival instincts and, although he does not shy away from physical violence to get to the vampire's side, he will not be subject to suicidal situations.

The invocation dissipates at dawn, unless extra successes have been spent to prolong it. Still, as long as the vampire is willing and able, he is guaranteed to follow the desired plan for the night, as long as it happens, of course.

System: The player spends a blood point and rolls Charisma + Subterfuge. The basic difficulty is 5, but increases to 7 if the vampire found the target only briefly. If the character has already used Presence on the target successfully in the past, the difficulty drops to 4, but if the attempt was unsuccessful, the difficulty increases to 8. The vampire can allocate successes to make the target rush or to prolong the duration of the summons.

Success	Result
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Failure	The target cannot be summoned for that vampire of the night.
1 Success	The subject approaches slowly and hesitantly.
2 Successes	The target approaches with reluctance and it's easy be prevented by obstacles.
3 Successes	The target approaches with reasonable speed
4 Successes	The target comes in a hurry, overcoming any obstacles on his way.
5 Successes	The target runs to the vampire, doing anything to get to her.

You can also spend extra successes to prolong the Summon. If you summon a mortal, a success can be spent on prolonging the summon by one day. For vampires, two successes must be spent to prolong the summoning by one night. Both mortals and vampires will seek rest and shelter when they feel it is necessary.

## •••• Transmit Reality

The elders believe that this power is a great evolution of Imbuing the Artist's Emotion. Vampire artists produce an impressive reality in their work with this power. Smart to read or create paintings or poems, passing messages on the subconscious of those who see or hear. This is easier to do in a painting, stained glass or poem and other artistic objects because the message may be clearer and more detailed than in a sculpture.

System: As in Imbuing the Artist's Emotion, the character must spend twenty blood points and one point of Willpower during the making for his work to work. In this power, the character must pass a Manipulation + Performance or Expression roll (difficulty 8). Unlike the "previous version", this can only be imbued in works of art that form images or in texts so descriptive that they can make the reader imagine themselves in the same situation, reliving that moment described by the vampire.

The maker of the work must divide successes between difficulty and effect. The spectators of the work must roll a resisted test of Self-control / Instinct (difficulty 5 + successes acquired in the test) against the successes



acquired by the artist during the making of the work. The effect of this power is not permanent and will last for weeks equivalent to the character's Presence level.

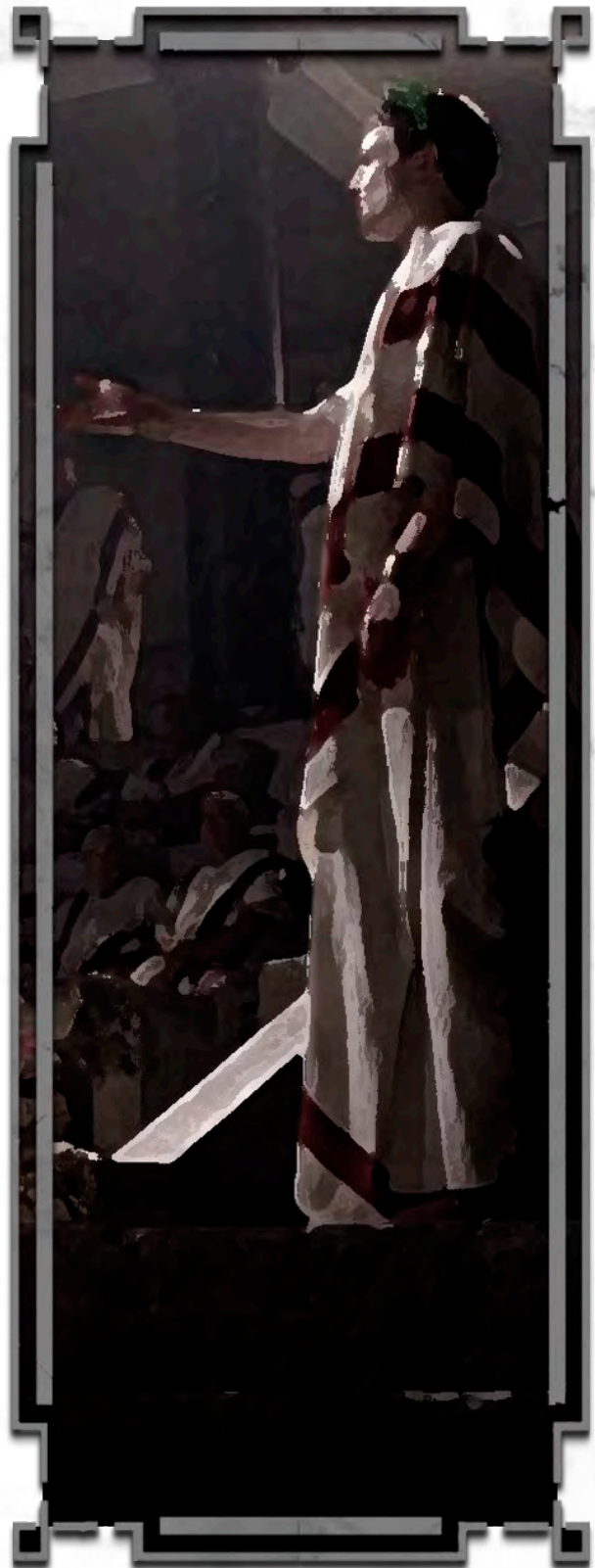
Success	Effect
1 Success	Viewers feel that there is something more than usual in those images
2 successes	Viewers feel exactly as if knew what the work wanted to show
3 Successes	Viewers feel as if they were inside the art scene.
4 Successes	Viewers can hear, feel, smell and see what's in the work vividly. This it is also a form of loop synthetic material for a character.
5+ Successes	The same as above, but the spectator will have flashbacks and dreams of the work and if possible, begin to worry about that work or characters.

***Example:** Alexandros started painting on tiles, creating a masterpiece for the palace in Rome. Its mission is to be able to transmit the feeling of an empire, a senate, organization and respect through tiles representing Mithras. In its making, he obtained 4 successes, donating 2 for the difficulty of the test and 2 for the effect. When you finish your work, those who try to resist the effect must roll a Self-control test (difficulty 7) obtaining three successes, as this will nullify the separate successes for the effect of the work.*

### •••• Bringing the Memory of Dionysus

Vampires cannot simply experience the pleasures of mortal life. With this ability, the vampire can pass on to another Cainite a wave of emotions and sensations that were lost over time and that today are fragile memories. The target of this power is inundated with old emotions and dead pleasures. Unable to react to this, the kainite may be incapacitated by pure ecstasy

Some vampires actually look for the effects of this with those who own it. These creatures become addicted to the emotions they feel, as they are not able to do them alone. Even if elders look for more than ancillae or neophytes, this power can still be used a lot. In a hedonistic time when the adoration of Bacchus was not so unusual that in the Roman Empire, this power was widely used by Toreador wishing to cause pleasure in their enormous celebrations.



System: The player rolls Charisma + Empathy (difficulty equal to the target's Self-Control / Instinct +3). The difficulty also varies according to the target's path. For each point that the target has below the 5th level in his Philosophy, the difficulty increases by one (to a maximum of 10. Power usually has no effect on mortals. In the storyteller's description, this power can affect passionate humans.

Success	Effect
1 Success	Nostalgic feelings humans.
2 Successes	Mediocre pleasure (-1 die).
3 Successes	Intensified sensations (-2 dice).
4 Successes	Ecstasy (-5 dice).
5 Successes	The target loses consciousness for an equal number of turns of 10 - Self-control / Instinct.

### ••••• Majesty

At this stage, the vampire can increase his supernatural countenance a thousand times more. The attractive becomes paralyzingly beautiful, the friendly becomes horribly intimidating. Majesty inspires universal respect, devotion, fear or all of those emotions at once in those around the vampire.

The weak struggle to obey all their whims, and even the most intrepid find it almost impossible to deny it. Affected individuals find the vampire so formidable that they dare not risk their displeasure. Raising his voice to her is difficult, raising a hand against him is unthinkable. The few who get rid of the vampire's potent mystique enough to oppose it are repressed by the many under their rule before the Cainite needs to respond.

Under the influence of Majesty, hearts break, power trembles and the bold jolt. Wise Cainites use this power with caution against mortals and immortals. While Majesty can intimidate influential and venerable firstborn politicians, the vampire must be careful that it doesn't come back to haunt him. After all, a dignitary shot down before others quickly loses its usefulness, while a humiliated Cainite has centuries to plan revenge.

System: No roll is required by the vampire, but he must spend a Willpower point. A target must make a Courage roll (difficulty equal to the vampire's Charisma + Intimidation, up to a maximum of 9) if he wishes to be rude or simply opposed to the vampire.

Success allows the individual to act normally in the moment, although he feels the weight of the vampire's

displeasure crushing him. A target who fails the test aborts his intended action and even goes to absurd extremes to humble himself before the vampire, no matter who else is watching. Majesty's effects last for a scene. Resistance powers like Fortitude 2 cannot act against this power.

### ••••• Aire of Elation

Characters skilled in Presence and charisma can combine these two to acquire new results. The effect is similar to Majesty, but the character is not feared and becomes hilarious, very funny or extremely well liked. Anytime the character is speaking, he can make viewers who hear what he says look very funny or instill curiosity for them to want his company or stay close to him. Viewers can be hurt by laughing so much and even harming themselves to try to please the vampire. This power is more effective than Majesty. The character also becomes less threatening and more friendly and harmless. People nearby will make efforts to please the vampire next to them.

System: The power can temporarily incapacitate the target causing laughter if the vampire wishes. In the event of becoming a well-liked person, the victims will not be incapacitated although they will not harm you in any way and will help you in whatever way possible. Victims of this power must make a Self-Control roll (difficulty equivalent to Charisma + Performance or Expression) to act during the turn. If the character fails, like Majesty, he will be unable to act unless it is the vampire's own will. Characters who attempt to even act against the user of this power cannot while active.

Although this power is not as commonly used as Majesty, precisely because it could take seriousness from any occasion, it can be more subtle if the vampire wants to be seen as someone important. All targets in the environment see you as friendly. The power can be canceled if the target is attacked. Unlike Majesty, this effect cannot be used in combat.

Remember that the character is not only funny, he is well liked and people will want your company. It is like a potentialization of Awe, where people want to be in the presence of the vampire and not only that, they want to please him with all the possibilities in the world, even if they don't have it. This does not mean that mortals would kill themselves for the vampire, but that they could take on tasks without even realizing it or that they could choose to assist the vampire and find out later that they were impossible tasks. Vampires can also fall victim to this power although they can see the subtle difference with a Perception + Awareness roll (difficulty 8). Anycase,



this power must follow the same rules as Majesty and Presence, for attempts to ignore it.

### ••••• • Love

The blood bond is one of the most powerful tools in a well-prepared elder's inventory. However, their offspring and ghouls are aware of how to avoid being forced, so other alternatives are needed. The Presence power called Love is one of these alternatives, as it simulates the effects of the Blood Bond without any of the disorganized side effects. Although not as safe as a control method like a real Blood Tie, nor as long-lasting, Love is still an extremely powerful means of command.

System: The player spends a blood point and rolls Charisma + Subterfuge (difficulty equal to the target's current Willpower points). Success on the test indicates that the victim feels so attached to the character, as if establishing a blood bond with him. Each success also reduces the victim's dice pool by one die for any social tests to be made against the character. A critical failure makes the target immune to all the character's Presence powers for the rest of the night. This power lasts for one scene and can be applied to the same victim during multiple scenes on the same night.

### ••••• • Force of Personality

This power takes Majesty's skills to a new level. The Cainite personality becomes so powerful that people are physically forced to walk away from it.

System: The player spends a Willpower point to activate the Force of Personality and rolls Charisma + Intimidation or Leadership (the player chooses which one when this power is first purchased). The test is then compared to the Willpower rating of each person in the vicinity of the character as a difficulty or in the case of a group, the highest Willpower in the location. Most mortals have a Willpower rating of 2-4. Each success indicates a step that the person must take directly away from the character and also the difficulty of the Willpower roll necessary to advance towards the user of this power (difficulty 5+ successes of the character to a maximum of 9). If a person is unable to move away from the character directly (perhaps due to a wall or a deep chasm), he still tries to move away in some other direction.

After the initial activation of this power, the area of the force decreases to about six feet, which makes it a quick way to move through the crowd. In addition, the character has all the benefits of Majesty (Presence 5) while the Force of Personality is in effect. This power lasts a scene. When activating the Force of Personality for the

first time, the player can define any individuals who are or are not affected by Majesty, a smart thing to do when you have to have allies close by.

### ••••• •• Resist Divine Authority

During the height of the great Roman Empire, Titus Venturus Camillus became a powerful Pater Patriae because he somehow managed to defend himself from the impulses caused by the Presence. The truth is that Camillus developed or "stole" the knowledge of this power from his Lord, using it in his favor against the Eternal Senate.

System: The use of this power does not require a roll, however it does require an expenditure of three blood points for the duration of a scene. At this level, the Presence user has learned such a powerful mastery of Discipline that he has become immune to effects caused through the vitae of the weaker ones. Vampires with this power cannot be affected by Presence levels used by those of higher generation, an effect similar to the limitation caused by Dominate.

Additionally, a vampire who is already under Presence effects can activate it to automatically cancel the effects during that scene in relation to vampires of weaker blood than his own. It does, however, require the expenditure and a Willpower roll (difficulty 7) to have the desire to activate the power, requiring only one success to break free from emotional shackles. Critical Failures inhibit the vampire from attempting to activate this power for one night, though it can resist by other means.

### ••••• •• Scourging the Instinct

Used by ancient Brujah from the nights of Carthage, this power is a little too dangerous to use during times of peace. The Cainite before his gathered followers and leads them into a just frenzy, using the power of his personality and the strength of his charisma. Those who heed his call succumb to the fury of the Beast that dwells deep in all of them, hopefully putting him on a short leash that allows them some control over his fury.

System: The player rolls Charisma + Leadership (difficulty 7). If he succeeds, those who hear him speak his words of inspiration will allow his Beasts to surface. Those affected can consciously use the frenzy (see Chapter 4), regardless of whether they have Virtue Instinct or Self-Control. The number of successes marked on the list indicates how many Members are influenced by the revolutionary fervor.

Successes

Effect

1 Success	One person.
2 Successes	Two people.
3 Successes	Six people.
4 Successes	20 people.
5 Successes	All in the immediate vicinity of the Cainites or a neighborhood (such as a theater full of people a gathered crowd).

## ••••• •• Mind Numb

Although Presence often creates emotions in people, Masking the Mind actually removes them. When a character uses this power, those around him lose the impact of whatever emotions they were feeling and are numb. They lose all motivation or reason for action and tend to do nothing. They will continue any mechanical task they have become accustomed to, and will even begin such tasks if they have nothing else to do (so they can start aspiring if that is what they were doing a short time ago).

Although this power does not diminish their Intelligence, they have nothing to think about, except whatever sensory input they are currently receiving. They will not react to anything but a simple and immediate entry (like a hot object placed in their hands) because they feel nothing about it. Therefore, they will not be angry at someone who yells at them, and they will not be afraid if they are put in danger. Mind Mask requires a Manipulation + Intimidation roll against the greatest Willpower of the people being affected and the number of successes indicates how many are affected.

It lasts as long as the character remains in their presence. Other Vampires can resist the effect of their power by testing Willpower (difficulty 8) or with Fortitude powers, and if more success is achieved than they received, then they will not be affected.

Effect	Successes
1 Success	Three person
2 Successes	Six people
3 Successes	Nine people
4 Successes	Twelve people
5 Successes	Fifteen people

## ••••• •• Mask Empathy

Like Minda Numb, Masking Empathy removes emotions rather than creating them. However, Masking

Empathy is more subtle. Essentially, it removes ties between people in the character's vicinity, severing emotional ties. Lovers stop loving, friends don't care about each other, and alliances fade like mist. People will begin to behave as fully autonomous units, without any perception or desire for community.

System: This power follows the same system as Mask the Mind, with the difference that the character must make a Manipulation + Subterfuge roll, with a difficulty equal to the highest Willpower of the group in question. Like Masking the Mind, power increases the number of people affected by success. The same resistance metric must be used in this power.

Effect	Quantity
1 Success	Three person
2 Successes	Six people
3 Successes	Nine people
4 Successes	Twelve people
5 Successes	Fifteen people

## Quietus

Quietus, the Discipline of silent death, is practiced by the assassins of the Assamite clan. Using the principles of poisons, vitae control and pestilence, this blood-based Discipline focuses on destroying the target through various means. Quietus does not always cause a quick death, the Assassins rely on the secrets of their lethality to hide their involvement with the victims.

### Quietus Cruscistus

This version of Quietus was developed by Haqim so that the Assamite Warriors could use their blood gifts to become as deadly as their formidable Baali enemies. This Quietus is based on lethality, blood supply and manipulation. The part of the Discipline Cruscistus (translated from the Phoenician "Hikmat Dume" or "blood wisdom", defined in Latin as "the science of blood murder") revolves around the use of blood poisoning to kill.

### • Essence of Blood

This power provides definitive proof of a defeated enemy. Terrifying to behold, the Essence of Blood demonstrates one of the most frightening aspects of this Discipline: the ability to distill the essence of what the Cainites call "blood of the heart", the sacred or profane life force that contains the soul of a being.



System: Working even on mortals, the character must bleed his victim, except for one blood point (or drain all blood points entirely if the victim is a Cainite). He then pricks his finger and marks the victim's naked chest, close to the heart, with a particle of his vitae.

The player spends a blood point, dripping his vitae to infiltrate the target's skin. Then, when making an extended Willpower roll (difficulty 9), Assamite inflicts an aggravated level of non-absorbable damage to the victim on success. As in diablerie, if the victim remains alert during the process and can fight back.

If a vampire fails the roll, he must pause, but can continue again for the next turn. With a critical failure, the rite fails (however, the vampire can still try traditional diablerie if the victim is a Cainite). After all health levels have been exhausted, the vampire rips the victim's chest, passing through the rib cage to extract the heart. The vampire's own blood calcifies the heart in a semi-translucent gray-white vial known as "Debitum".

The Debitum involves the victim's spiritual essence (the "Blood of the Heart"), which, if examined in detail, can be seen chained within, swimming in eternal despair. The blood of the heart preserved in this way lasts indefinitely. If vampiric fangs pierce it, the heart revives, pumping like a glass full of watery, non-lit, celadon-colored flame, vaguely resembling the victim in the vampire's mouth. If the victim is a Cainite, by devouring the essence, the vampire reaps all the potential benefits and pitfalls of successfully diablerizing the victim, without risking the blood oath. A Debitum crumbles into ashes if left vulnerable to fire or sunlight, or when emptied of its contents.

## •• Scorpio's Touch

As a variation on the power of Hematus - The Truth in the Blood, Scorpio's Touch is derived from the isolation of the mechanism inherent in vampiric blood's function of converting regular blood into sustenance. In this case, Assamite transmutes the properties of its vitae into a powerful poison that takes the prey out of its resilience.

System: The player spends the number of blood points (up to the Generation limit per turn) that he wants to convert to poison and then tests Willpower (difficulty 6). If the test is successful, the poison remains potent until used, but it increases the vampire's susceptibility to fire and sunlight. A critical failure renders spent blood inert and cannot be used to increase Attributes, heal the vampire or feed Disciplines. The poison looks and smells like normal blood and Assamite is immune to its own poison, but not that of others who use this

power. It can retain a quantity of poisoned blood up to its maximum Generational spending limit per shift in its blood reserve for later use, although any blood points converted to poison are inert for any other purpose. If the vampire is in danger of someone trying to drink his blood, he can take all the stored blood points to the surface as a defensive action, which can be used reflexively even if he is sleeping or torpor. A vampire can also bite his tongue or lip to accumulate the poisoned blood in his mouth for a "kiss of death". Likewise, it can cut its meat to spread the poison on a pointed or sharp weapon, or even place it in food, in a glass, utensil or other seemingly innocuous item. Spend one blood point and one shift per cubic foot / 30 cubic cm that your chosen weapon occupies (minimum 1).

A dart, arrowhead or dagger requires a blood point and a turn to cover it with light blood, while a common sword or ax may need three turns. Weapons remain poisoned by an amount of attacks equal to the vampire's initial Willpower check, a poisoned weapon that is swung or fired loses the Potence of its poison at a rate of one hit per attack until exhausted (be dodged, trimmed), deflected by armor, errors or hits). Poisoned weapons bathed in water, or open to the mercy of strong wind or rain, lose the Potence of their poison on the shift after exposure, while those that pass through fire or sunlight lose it instantly and appear sprinkled with fine ash.

To be effective, the poison must be ingested or enter the target's bloodstream, usually by drinking or being pierced by a bloody weapon. Once the poison is distributed, the target immediately tests Vigor (with Fortitude, if any). At the end of his next turn, he loses a number of Stamina points equal to the number of successes on the Cainite's Willpower roll minus the successes on the target's Stamina roll. If a living being's Stamina drops to 0, it dies. If a vampire's Stamina drops to 0, the vampire goes into torpor and remains that way until his Stamina points return to a minimum of 1. As a defensive action, vampires and ghouls can spend a blood point to heal and clean normally. completely poison your system before the effects occur. This defensive action can be used reflexively with a successful Wits + Alertness roll (difficulty 6). Without healing vampiric blood, the damage from Scorpio's Touch is permanent.

## ••• Daagon's Call

With the slightest scratch delivering a little blood to mix with that of the target, the Call of Dagon twists the victim's vitae against him. The target's eyes swell and take on a deep hue of wine, the muscles contract and the veins

protrude under the skin, and thin threads of vibrant scarlet seep into small blood flows from every opening in the anatomy. This nightmare affliction persists until the target passes out in an agony of death.

**System:** To use this power, the character's blood must first be ingested or enter the target's bloodstream, usually by drinking (even from a ghoul belonging to the character) or being pierced by a bloody weapon. The character waits at least an hour for his blood to be fully absorbed, entering the circulatory system to hold the victim deeply safely. After a moment of concentration, the vampire breaks his target's blood vessels, internally contracting the target's entire body, flooding him with broken hemoglobin that strangles him inside. To activate this power, the player spends a Willpower point and rolls Perception + Consciousness (difficulty equal to the target's current vampire proximity or the amount of time that has elapsed since he touched the target, whichever is greater).

Difficulty	Distance
6	Within an hour or a few feet / meter of target
7	Within a day or a mile / half km from target
8	Within a week or ten miles / fifteen km from the target
9	Within a month or 100 miles / 150km from target 10 More than a month or 100 miles / 150 km from target

The player and the target make contested Stamina checks (difficulty of each check equal to the opponent's Willpower). The target takes non-absorbable lethal damage levels equal to the number of successes on the player's Willpower roll minus the successes on the target's Willpower roll. To continue destroying his opponent from the inside, the player can spend additional Willpower each turn after the first, accompanied by further contested Stamina checks, until he is defeated on one roll. A critical failure results in the vampire taking an amount of Lethal damage equal to his failures on the roll.

### •••• Baal's Caress

Baal's Caress is a refinement of Scorpio's Touch,

as this power allows a vampire to turn his blood into an acidic toxin that burns any living or undead flesh, usually achieved by licking a blade to lubricate it before attacking an opponent. Usually, warriors spit out the hateful fluid or cough and spew massive jets of vitae that corrode their enemies in piles of bubbling mud.

**System:** In addition to the following exceptions, this power works according to the rules for Scorpio Touch. Instead of attacking a target's Stamina, the spicy poison generated by Baal's Caress only needs contact with the skin and reaches caustic burns. Touching the caustic blood does a level of damage aggravated by Willpower success on the initial activation.

If ingested, the damage is not absorbable. Prolonged touching poisoned objects, by holding them directly or grabbing a Cainite wearing poisoned clothing or armor, does additional damage each turn. This includes attempts to disarm poisoned weapons or objects currently wielded by the vampire. Weapons coated with poison (including the vampire's own limbs, claws or nails cut) do aggravated damage. Add additional damage dice on success to the Willpower activation roll. This damage bonus runs out by one point per turn, at which point the poison is lost. Any coated weapon is destroyed by the poison at this point.

A vampire can also bite his tongue or lip to spit out a single point of poisoned blood on a lone target, or regurgitate to his maximum amount of blood points spent per turn and spit on multiple targets. The Cainite can spit or vomit his poisoned vitae by up to three feet (one meter) for each point of Strength and Power he has. Alternatively, the ichorus can come from an open wound, including self-inflicted wounds and those received in combat. Spitting on a single target requires a successful Dexterity + Athletics roll (difficulty 6) to hit, although the spit hits multiple targets like a shower of arrows. Blood expelled in contact with the victim's skin does aggravated damage, as if the blood were a throwing weapon with a damage rating equal to the vampire's Willpower successes.

The character can still use the Scorpion Touch instead of Baal's Caress.

### ••••• Quicken the Mortals Blood

To maximize the amount of nutrition possible from a mortal's blood, those who developed Cruscitus eventually develop exceptional control over how they process the vitae they ingest.

**System:** After quenching his thirst with deadly blood,



the vampire can double the effectiveness of each blood point. Stamina + Occultism test (difficulty 6). Each success converts one blood point to two. This is equivalent to any vitae.

### ••••• • Taste of Death

By enhancing the nature of Baal's Caress, this level of Cruscitus concentrates and transforms vampiric blood into a harmful and corrosive sap that feeds on meat, bone, metal and glass with ease.

System: With the exception of the following exceptions, this power works according to the rules for Baal's Caress and Scorpion Touch. The poison created by this power is a thick, syrupy, highly concentrated and sticky sap (like molasses or tar) that gives off a rancid odor. The difficulty of the vampire's initial Willpower roll increases to 7, and two blood points are spent for each point of converted blood. The sap corrodes almost any compound. Wood or leather are destroyed in a single turn, metal in two, stone in three. Especially well-made, dense or resistant materials last another turn, while items created with mystical powers last three more. Taste of Death can be used to unlock doors, discard evidence or as a means of torture. Sap is immune to wind and water, although fire and sunlight still have the same effect.

Vampires often cut off their flesh and spread the sap like a paste on their claws, nails or other part of their body. Weapons almost never survive the time it takes to coat them, and as such, sap is rarely, if ever, intentionally used to increase a weapon's damage. The poison's viscous glue spreads like grease, clinging to anything that touches it, and burns for a number of turns equal to the successes obtained on the vampire's Willpower roll. When that time passes, the sap shrinks and hardens until it settles on a coal-like clay that becomes crimson when crushed and pulverized. Crimson dust produces the same effects as the Scorpion Touch and can be inhaled or mixed in a liquid to produce the desired results.

The damage inflicted by the Taste of Death is identical to that of Baal's Caress, but the poison remains after contact, causing continuous damage. The initial contact deals damage equal to Willpower successes to activate the power. With each additional turn, he deals less aggravated damage, until he doesn't do any more damage. For example, with three successes, the initial attack does three aggravated damage. On the next turn, it causes two. The third and final round deals damage. The affected character can attempt to absorb such damage with Fortitude.

A vampire may not retain the sap in his blood reserve for later use or spray it, but he can still spit the sap out at half the normal distance. A precise self-inflicted wound



results in nothing but the slowly oozing sap. Taste of Death acts as an alternative, not a substitute, to Baal's Caress or the Scorpion Touch.

## ••••• • Thieve's Touch

The vampire is now able to absorb blood through his skin, as long as he is in contact with the blood itself or with a bare body part of a vessel.

**System:** This power is always active after it is learned. With a touch, any part of the vampire's body can absorb blood by osmosis. Regardless of the generation, it can absorb only two blood points per turn. All the standard risks of drinking blood still apply (blood bonding, poisoning, etc.), but vampires resist the effects of the Kiss initiated by touching with difficulty 6, while mortals can resist as if they were vampires (difficulty 8).

## ••••• •• Weakening Blood

With this power, an Assamite is able to prevent its target from using one of its most basic characteristics by the simple touch.

**System:** When spending three blood points, the kainite touches his opponent. The Assamite weakens his opponent's blood so that he can no longer heal his wounds. The Assamite then tests Willpower (difficulty 7) and each success will prevent the target from using their healing for a certain amount of time.

Successes	Result
1 Success	One shift
2 Successes	One scene
3 Successes	One day
4 Successes	One week
5 Successes	One month

The simplest use of this power could turn the most powerful Pater Patriae into an easy-to-beat vampire. Older Assamites see Weakening Blood as a card up their sleeves against enemies that can be considered too powerful.

## Quietus Hematus

This is the Vizier version of the Quietus Discipline. Known as Hematus (translated from the Phoenician "Minhit Dume" or "Blood Offering", defined in Latin as "Sacrificium Sanguis") it makes use of subtle ways of manipulating vitae to aid in the tasks of exploration

and mystical governance.

When compared to Haqim's skills, both Disciplines outline their respective trades: Quietus Cruscitus as "the settlement of debts by the science of blood murder" and Quietus Hematus as "the settlement of debts by a blood supply."

## • Blood Tempering

A Kindred can instill vampiric vitality in an item soaked with his blood. During antiquity, Viziers use this power to conserve common materials and ancient clan relics.

**System:** The player spends one blood point and one turn per size per cubic foot that an object occupies (minimum 1) and then tests Intelligence + Crafts (difficulty 6). A book or parchment may require only one blood point, the average sword may need three, while a door can consume up to 12 blood points a turn to cover it slightly. The item acquires a vampire's susceptibility to fire and sunlight, but gains an amount of temporary extra absorption dice equal to the character's points in Vigor. It also gains immunity to erosion over time or elements, such as wind and water, for a period of time based on the successes achieved.

Successes	Duration
1 Success	Up to one day.
2 Successes	In up to three days.
3 Successes	Up to one week.
4 Successes	In up to two weeks.
5 Successes	Up to one month.
6+ Successes	Indefinitely.

The Stamina used here is the vampire's base Stamina + Fortitude, unaffected by any modifications or improvements. Extra absorption dice is spent when rolled. Blood Infusion ensures resistance to Potence effects and Blood Sorcery that destroys objects. Once this reserve is depleted, the power ends and the object loses all vampiric immunities, as well as the susceptibilities acquired through this power.

## •• Veritas Sanguineum

As a means of ensuring that their judgments are firmly grounded in truth, this power allows a vampire to use the blood of an individual being questioned to guess not only the truth of the target's words, but the truth behind those words.



System: To use this power, the vampire must have a spot of the target's blood, which he spills into an open container capable of holding fluid indefinitely, such as a bowl or bowl. The container must have dimensions that allow him, at least, to dip a finger into the vitae during the interrogation. This power lasts for one scene or until the questioner stops touching the blood. The blood reduces until it is spent, gradually turning into a fine red mist that dissipates entirely in vapor at the conclusion of the scene.

At the beginning of the scene, the player spends a Willpower point. For each statement made by the target that the character wishes to examine, the player rolls Perception + Subterfuge (difficulty equal to the target's Willpower). Successes on the test indicate the degree of truth or falsity that the questioner is aware of. Each level of success is based on the last. For example, if you achieve four successes, you will receive all results for up to four successes. Vizier members always use this power, even as a form of intimidation.

Successes	Result
1 Success	Knows intuitively if the target believes that his information is a lie, partially or totally true.
2 Successes	Intuitively know if the statement is genuinely accurate and unadulterated, only partially or completely completely false.
3 Successes	Understand intuitively the emotional reason (boredom, jealousy, anger) behind the target statement.
4 Successes	Intuitively understands the whole truth as the target knows her conscience including information information that the target remembers, but don't under stand.
5 Successes	Experience nebulo visions and receive veiled tips from information that the target does not have.
6+ Successes	Knowing intuitively the information of which the target has

no conscience or lost due to influences supernatural like Dominate.

### ••• Purifying the Blood

Using the power of the vitae to cleanse and restore, the vampire releases his blood, allowing it to spread to someone else and carry the spiritual impurities from outside influences. This power cleanses the target's soul, purging his mind of externally imposed impurities and supernatural stains. The same is true with objects.

System: When spending a point of Willpower, the character "baptizes" the intended subject's forehead with a blood point and then puts his hands on his head. Both parties spend at least an hour in deep concentration by Willpower of the target being purified. This time can be reduced by half if the target is collaborating with the purification. The target spends a number of blood points equal to the limit of the Assamite who is purifying him individually and influencing the power he wants to nullify, and rolls Willpower (difficulty equal to +4 power level). Powers that would take the difficulty beyond 10 cannot be affected, and for inherent powers without a defined level, the difficulty is 7. If the roll is successful, it removes the effects of that power. A failure wastes the spent blood and requires another attempt.

Blood Purification can erase current and continuing influences from Dominate, Dementation, Presence or similar effects, but it does not protect the target or protects it from those powers in the future. This power does not remove non-supernatural techniques of persuasion, hypnosis, brainwashing or genuine emotional states, and cannot dispel dispositions transmitted by the subject's clan or lineage or influences transmitted by blood, such as a Blood Bond. A character cannot use Blood Purification on himself.

In the case of purifying an object, the Assamite must do the same process with his blood. This time, he who will spend the blood points equivalent to the generation limit and roll Willpower to counter the effect of the power placed on the object. The time for the object's purification process to be carried out is the same as for creatures, with the difference that it is based on half of the Assamite's Willpower in hours.

### •••• Ripples of the Heart

With this power, a vampire can leave an emotional echo that resonates in his own blood or in the blood of those on whom he feeds.

**System:** The vampire drinks a blood point from a target and spends a minute focusing on the emotion he wants to express in his blood. The player spends a blood point and rolls Charisma + Empathy (difficulty 7 under normal circumstances, 5 if the character is feeling the emotion currently expressed, 9 if he is experiencing a strong opposite emotion). A subject's blood can only carry one emotion at a time. Attempts to use this level multiple times on the same target have no effect. The vampire and the target are immune to the emotional effects they generate through that power, but not to the effects of others who use it.

A vampire can induce this power over a living being, another Kainite (creating a one-point Blood Vinculum to do this) or himself as a defensive measure. The subject's blood carries the printed emotion for a number of days equal to the successes obtained.

Anyone who swallows the target's vitae tests Self Control or Instinct for each point of blood ingested (difficulty equal to the vampire's Hematus + 3, maximum 9). Emotion takes over the drinker to some extent and for several hours, depending on how many blood points are ingested. A blood spot results in a noticeable change in mood that lasts for an hour. The intake of three or more captivates the drinker for most of the night, overwhelming his mental faculties to supplant all other thoughts and feelings. The effects of five or more blood points can be spectacular or catastrophic.

A sip imbued with fear paralyzes the drinker, causing him to panic and run away screaming in trembling terror if he is shaken by any sudden sound or movement. Someone dominated by hatred can eviscerate some unlucky enough to capture the attention of their anger,

while a romantically in love vampire could just as easily fall in love with their dinner (or another unhappy spectator). Withdrawing from the Heart can encourage allies before battle, invigorating them bravely or calming restless anxiety with determination and courage. Strategic applications include protecting herds or offensive implantation of "contaminated" cows and animals in enemy territory to weaken the opponent's defenses.

## ••••• Blood Sweat

If a victim retains an ounce of remorse or pride for the actions he has committed, a master in Quietude can induce a torrential spill of vitae, as a sudden wave of blood sweat soaks the victim's clothes and accumulates on his feet.

**System:** The Cainite must be in contact with at least one drop of the target's fresh vitae. The character spends three turns focusing on the victim, who must be within the character's line of sight. Spend a Willpower point and roll Manipulation + Intimidation (difficulty equal to the target's current Willpower points). The victim loses a blood point for success, which perspires. The blood lost during this process is considered dead and inert, providing no support for a vampire. This could, however, inspire frenzy in hungry vampires.

In addition, the target is emotionally compromised by feelings of guilt and remorse for past transgressions (Conscience) or by a spiteful compulsion to brag (Conviction/Reflection). The storytellers must adapt the effect to the victim's Philosophy and Virtues. The number of successes achieved denotes the seriousness of this impulse: With a success, the target receives a slight

Successes	Blood Awakening Effect
1 Success	Vague impressions of the most recent memories until a few hours before the blood is consumed.
2 Successes	Vague impressions of memories that had a strong emotional impact throughout the subject's existence even when the blood was consumed.
3 Successes	Relevant details involving memories up to a few hours before the blood is consumed.
4 Successes	Relevant details around the memories that had a strong emotional impact throughout the subject's existence even when the blood was consumed.
5 Successes	Anything the subject has known or felt in the past decade until the time the blood has been consumed.
6+ Successes	Anything the subject has known or felt throughout its existence until the time when the blood was consumed.



twinge of conscience, while five or more successes result in complete enthusiasm for their crimes. Effects like these can be terrifying and scary in mortals.

### ••••• • **Blood Awakening**

This power allows a vampire to read memories marked in the blood belonging to someone she recently fed on.

**System:** The vampire must first consume a blood point from another character. Perception + Empathy check (difficulty 7). The number of successes determines the clarity accessed from archived memories that echo in the blood of another person that the vampire has consumed. As memories manifest, the vampire can lose control of reality, increasing the difficulty of Perception-based tests by two. See the chart below for effects, with each degree of success based on the last.

A critical failure floods the vampire with random memories of those whose vitae she has ingested in the past, during which he is stunned and completely unable to act until he spends blood in an attempt to purge his visions (a blood point for failed test that can require more than one shift to be spent, depending on generational limits).

### ••••• •• **Blood Curse**

Vampires who achieve this level of Hematus master control over the flow of blood in a body. It is usually used to strengthen a vampire from another Diablerizer's attempts to, but it can also be tactically applied to force a victim to deplete his blood reserves and possibly lead him into a frenzy of hunger.

**System:** The first effect of this power can be used reflexively as a defensive action. The player restricts a number of blood points (up to his Generation limit per turn, but no more than 5) that he wishes to condense on any area of his body and tests Willpower (difficulty equal to the number of condensed blood points +5) If the test is successful, it compresses 4 cubic inches / 6 cubic inches per blood point into a solid rubber mass that completely restricts blood flow to or from any area the vampire selects within his body, avoiding any loss of life that may occur from a wound or attempts to feed on the selected areas. The blood remains stuck in place and cannot be activated for any other purpose. Non-passive disciplines that require the use of a part of the body containing compressed blood do not work. He can release the blood at any time to return it to an expendable state.

The side effect of this power allows a vampire complete control over the blood of a target who is currently in skin-to-skin contact with him (for example, via a grapple), or targets that at any time have consumed the vampire's blood or whose blood blood that the vampire consumed at any time (even for drinking from a ghoul belonging to the opposing character), or if the blood of one of them entered the bloodstream of the other, usually because it was pierced by a bloody weapon. The player spends a Willpower point and rolls Manipulation + Medicine (Stamina difficulty + 3 on target, maximum 9). As long as the target remains in skin-to-skin contact with the vampire (or in his line of sight if a vitae exchange has occurred), the vampire has full control over the target's blood expenditure (subject to the target's generational limitations) and can condense your pool of blood to trap it (according to the first effect of this power) or activate any blood-related effect (increase stats, heal the target, feed Disciplines, etc.). The side effect of Cursing Heart Blood lasts for a number of turns equal to the number of successes obtained on the roll.

If used against mortals, the side effect of this power can induce cardiac arrest or blood clots leading to stroke. In deadly combat, Diablerie attempts are completely blocked. Because they are experts in stealing the vitae of their opponents, Assamites have also become experts in defending themselves against this type of attack.

## **Serpentis**

Serpentis is Set's unmistakable and frightening legacy. Discipline remains a secret that the Followers of Set keep close in their minds. Strangers rarely see its effects enough to understand it reliably. Followers cultivate this image of mystery, leaving the shy and envious to imagine what they are capable of.

The name of the Discipline is somewhat misleading, as it not only offers affinity for snakes, it actually allows Setite to adopt traits of the legendary Typhon and Echidna. There are several stories among the Followers to explain why they take on the images of Greek monsters instead of the Set itself, but the prevailing stance is that Discipline works, and they pass on historical reports linking Set to the Typhoid Beast due to shared mythological images. Serpentis' transformations last the scene, unless otherwise indicated or ended prematurely. In addition, Serpentis' powers can be used together.

### • **The Eyes of the Serpent**

This power makes the vampire a focus of attraction. It takes on a seductive and charming characteristic,

like golden snake eyes or a pearly glow on your skin. He can paralyze with a single look, and mortals in his neighborhood are attracted to her. These resources are always subtly supernatural, if a person pays attention, it betrays the inhuman nature of the Setite, but casual observation reveals nothing.

**System:** No testing is required. While active, Setita enjoys -1 difficulty in all social actions due to its attractive feature. His paralyzing look can only affect a single character, who must be paying attention to the vampire. The look will affect supernatural as well as mortal characters, but supernatural characters can spend a Willpower point and make a Willpower roll (difficulty equals to Charisma + Subterfuge of the Vampire) to break the look. An affected character breaks his eyes if he is clearly in danger.

Vampires, especially Toreador, who by some miracle discovered the functionality of this power accuse the Setites of having stolen their ability to use Presence so that Awe and Paralyzing Gaze were together in the same power as Serpentis. No one knows whether the charge is true.

## ●● Apep's Tongue

The vampire can extend his tongue at will, dividing it like a snake's. The tongue can reach 18 inches or half a meter and is an efficient weapon in close combat. His tongue becomes rough and razor-sharp.

**System:** Activating this power causes aggravated wounds (difficulty 6, damage equal to Strength, with Potence if the Setite has it) with the Setite's tongue. If the vampire injures his enemy, on the next turn he can drink his target's blood as if he had sunk his fangs into the victim's neck. As horrible as it may seem, the caress of the tongue is very similar to the Kiss and even renders its defenseless mortal victims, with fear and ecstasy.

In addition, the tongue is highly sensitive to vibrations, allowing the vampire to act efficiently in the darkness preferred by the clan. By throbbing his tongue from the inside of his mouth, the vampire can halve any penalties pertaining to darkness, including that caused by Lasombra Obtenebration.

## ●● Typhonic Jaw

The vampire's jaw becomes a fierce and malleable thing that she can control in many ways. Its jaw extends to the chest, its fangs grow to the size of small daggers, its tongue forks at the tip and attacks a meter in length,

and its throat expands to consume anything it can put in its mouth. She may choose to adopt some or all of these adaptations by activating the Typhonic Jaw.

**System:** The character must spend a blood point to reflexively activate Typhonic Jaw. The damage done by this power is Lethal (difficulty 7). Furthermore, if he injures his enemy, the proboscis of his tongue allows him to feed on his victim as if she had bitten him. This makes the Kiss like a bite, although it is extremely painful and does not cause any pleasure. Usually victims cry out in despair after being targeted by this power. His jaw allows him to make bite attacks without grabbing. Successful bites deal additional damage and automatically start a grapple check. When he bites an opponent, his enlarged throat can consume five points of blood per turn, instead of three. This power can be combined with Apep's Tongue, using both at the same time if the character has both powers.

## ●●● Paralyzing Poison

At this level, the vampire's bite becomes poisonous like a death viper.

**System:** When a blood point is spent, the vampire's fangs become hollow and generate poison. Any human that the vampire bites will suffer from the poison. Affected victims suffer Setite Serpentis in lethal damage, in addition to any damage the bite may have caused. Humans who survive damage are paralyzed (-5 for all actions) and must pass a Stamina roll (difficulty 8) every thirty seconds for five minutes or they will die. Cainites do not suffer from the effect of this poison, although the bite guarantees Strength +2 Aggravated damage.

## ●●● Serpent's Flesh

With this power, the flesh of the Setite becomes hard, scaly, slimy and monstrous. Her body becomes flexible and malleable, and she becomes more difficult to hurt.

**System:** Spend a blood point to change reflexively. Serpent's Flesh reduces absorption difficulties to 5. He can use his Stamina to absorb any aggravated damage not caused by fire or sunlight. The vampire can slide through any opening wide enough to fit his head. Finally, you can reflexively escape from any grip. This change can be subtle, if the vampire spends a Willpower point during activation. If subtle, the casual scales will not reveal their supernatural nature if she is wearing at least modest clothes. If the Setite chooses to use the full potential of his supernatural nature, reduce Intimidation



difficulties in two.

### ●●● Mummify

This power gives the Setite's ability to mummify his own body, so that it is almost indestructible. Although the vampire is limited, this is a good tactic for Setites who will enter long periods of torpor.

**System:** This power is actually a great ritual. Setite must use a vitae-anointed blade. The vitae must be a mixture of your own blood and the blood of a snake. After that, he must prepare a compound of honey, vitae and bone powder from the same snake from which he used the blood. This compound must be heated until it becomes a jelly. Then, when the jelly hardens, the setite will scrape with some rough surface. The goal is to turn this compound into powder. This becomes a reddish powder.

The Setite must lie down on a table or lay down his target. He will make a cut from the abdomen. Because he is using a blade embedded in his own blood, he receives no damage from it. Mortals die extremely painful during this process and other vampires can die. Some Setites perform this ritual before turning the mortal into a vampire so that he gets used to the pain of non-life.

The Setite will remove each of its organs, close the opening of its abdomen and moisten the organs with the vitae. The only organ that the Setite is unable to take out, yet, is the heart itself. At this level of power, Setites who try to do so die. Then you will use the powder on your own organs. When you do, the organs will take on a yellowish, hardened texture, almost as if they have a peel on top. All organs are kept in a special urn. This urn conserves and prevents organs from rotting or being injured by any environmental means, including sunlight and fire.

This power has both negative and positive effects. First, the vampire will become almost invulnerable. Damage caused by perforations in the body loses half the effect. Sledgehammers and hammers do not suffer the same penalty. Damage resistance checks reduce the difficulty by 1. In addition, all moves to deal damage to the setite increase the difficulty with sharp objects by two. Natural poisons are useless and the setite can absorb the damage from supernatural poisons with difficulty 5. The character can still use all levels of Serpentis and other Disciplines while awake. The Setite is still vulnerable to fire, sunlight and true faith.

There are no specific weaknesses or limitations other

than the fact that the Setite will have to know exactly where his organs are. Anyone who catches them can hurt you from a distance by piercing them completely, causing aggravated damage to every destroyed organ. The Setite will not face final death, but torpor will certainly await him if such damage continues.

The cancellation of this ritual includes the setite having to replace all his organs again and regenerate them. Be careful, as losing organs can be fatal.

### ●●● Typhonic Beast

Now, the Setite can become a Typhonic Beast, a legendary creature. This is described as a tall jackal with a hard, forked and pointed tail, with severe and pointed ears and a long snout. Typhonic beasts are red, black or a combination of them. Alternatively, it can assume a hybrid human / snake shape with a long, prehensile tail like legs. Setites use this as a kind of "form of war" in addition to religious functions. Some Setites use the form of the Avatar to impersonate demigods or sent by the Gods themselves.

**System:** Spend a blood point. The transformation takes three turns, but additional blood points can be used to reduce the time in one turn. Four blood points make the transformation reflective.

Any form gains two points of Strength, Dexterity and Stamina. The animal shape moves at twice the vampire's speed, causes two additional bite dice, and reduces the difficulty of resisting loss of balance by two. The tail of the hybrid form can act as an additional attack as part of a multiple action, and the tail gains five Strength points instead of two.

Obviously, both forms are unquestionably supernatural. The vampire inspires terror and awe in mortals. Mortals with fewer Willpower points than the vampire's Serpentis score must flee or subdue. They can act for a single turn using a Willpower point. Mortals with more Willpower can test Willpower (vampire Serpentis difficulty) to avoid amazement and fear. When learning Typhonic Avatar, choose the animal form or the hybrid form. You can buy the other form later for half the cost of normal experience.

### ●●●● Mother of the Monsters

Echidna was called Mother of the Monsters. This power allows the Setite to generate small typhonic animals in its flesh. The monsters grow from your skin, starting by opening your eyes and mouths from your flesh, then

tearing from your body, taking part of it with them. These monsters have childlike intelligence and understand the vampire's speech. They follow your commands without exception and cannot be commanded or removed from your duty. Some Setites can create other mythological monsters. Rumors persist of some Setites who can create rudimentary humans out of their flesh.

**System:** Spend one or more blood points and score a character's health level. This level of vitality cannot be restored as long as the beast remains away from the vampire. The first blood point creates the monster, and additional blood points act as a pool of blood that the beast can use to heal damage (just as a vampire can) or to activate the powers of level 1-4 Serpentis. of the vampire to himself.

Each monster takes a turn to be born. The vampire can only spend as much blood as he can in a single turn to supply the monster's pool of blood. The vampire can reflect a monster back in his flesh, replenishing his pool of remaining blood and regaining his lost health. It can also include the corpse of a beast to regain lost health. The setite can choose another mythological form for the beast. However, these monsters are obviously not natural.

### ••••• Darkness Heart

The Masters of Serpentis claim that this power is the evolution of Mummification, as it allows the Setite to rip your heart out. He can even use this ability on other cainites, but it requires several hours of repulsive surgery. Only the new moon, the invisible moon, can grant success to this power. If performed under any other moon, the ritual fails. After removing his heart, the vampire puts him in a clay urn, and then hides or buries the urn. He will no longer be immobilized by wooden stakes that cross his chest and he realizes that it is easier to resist the frenzy. After all, the heart is the center of emotions, so the difficulty of testing to resist the frenzy is reduced by two while the power is in place.

Cainites are careful to keep their hearts out of danger. If someone finds his heart, the vampire is totally at the mercy of that person. The heart can be destroyed if thrown into a fire or exposed to sunlight. If this happens, the Kindred dies wherever it is, evaporating in a fierce heap of ash and black bones.

Sinking a wooden stake into the exposed heart immediately puts the vampire in a state of torpor. A vampire can carry his heart with him or have several

fake hearts buried in different places. The Kindred often avoids the place where his heart is hidden, thus making it difficult to discover. The wisest in Setite knowledge murmur that corrupt Clan elders often retain possession of the hearts of their inferiors, to better control their wandering childers.

**System:** This power does not require testing. People who witness the vampire remove the heart from his chest (or do the same with other vampires) have to test their Courage. A failure indicates anything from uneasiness to complete repulsion, possibly even Röttschreck. Attempts to influence you emotionally automatically fail. The setite becomes temporarily immune to the effects of emotional manipulation. Presence must be higher than your current Serpentis level to function. This power can be used in conjunction with Mummify, making Setite almost invulnerable while in this form.

### ••••• • Divine Aspect

Setites believe that this power is one of the ways to approach Set. It allows the Setite to change its shape to a higher degree compared to humans, becoming almost a demigod. Those who try to talk to the Setite while in debt form, test Frenzy (difficulty 4). The divine form creates an aura of imposition and respect, making mere humans unable to approach, with the exception of the Aspect of the Lord of All Lands and the Traveler.

**System:** When purchasing this power, the player must define the shape that will transform. For activation, a Willpower and blood point is required. Potence can be activated whenever you want and lasts for one scene.

**The Aspect of the God King:** Assuming this form, the Setite gains imposition, intimidation and command. His voice becomes grand and intimidating. He gains +3 dice for any roll that involves Leadership and Intimidation.

**The Aspect of the Warrior:** This form transforms the Setite into a true warrior. It grows your muscle mass, increasing 1 in each Physical Attribute, adding +1 dice to absorb damage and gaining +2 vitality points. The power doesn't work to protect you from Aggravated damage, although the Setite can activate Serpent Flesh to help you.

**The Aspect of Storms:** In this form, the Setite is able to bless any weapon he can touch with his blood. This requires the character to touch the weapon or projectile and spend a blood point. The weapon will need to be thrown in the next round and when it is, the winds will



help the hit ensuring 2 automatic successes for the hit and +2 dice for the damage roll, increasing the distance of the throw by 50% more than normal.

**The Aspect of the Lord of All Lands:** When it takes this form, both the Setite and his clothes are transformed. He shapes himself as a member of the society in which he lives. If a Setite is found among the Parthians, their appearance will imitate that of one, although their clothes do not appear to be of better quality. The character can choose to keep his current Appearance or switch to Appearance 2 temporarily. As long as he is in this form, he knows how to speak the language of the region he is in, including knowledge of local customs and culture. This power does not work within Egypt, apparently this form is not capable of deceiving Egyptians. When the effect of power ends, the Setite will return to normal, remembering everything, but not knowing how to behave in that culture or even speaking the local language.

**The Aspect of the Traveler:** In this aspect, the setite acquires immunity to any poison, supernatural or natural, including those of Quietus (equivalent to the level of Serpentis used by the Set Follower). The character takes on a human aspect, losing its pallor and even acquiring melanin. Even their body temperature getting close to that of humans. This makes it easier for the setite to pass for a human.

### ••••• • Basilisk's Breath

This deadly power allows a Setite to release his corrosive breath on his surroundings, like a complete smoke of gas that acts as an acid, seriously injuring those in the vicinity.

**System:** The player spends a blood point and blows his breath across the room. The gas cloud can reach 3 meters in diameter. To hit someone, the player must roll Dexterity + Brawl (difficulty 6). The opponent cannot block or counter the gas cloud, just dodge. Each success on dodging nullifies a level of damage Aggravated by the vitality of the target hit. The damage can only be resisted by Fortitude. Powers from other Disciplines that somehow make the character immune to this type of damage also work. This cloud of gas dissipates in one turn and can be used on objects, corroding and destroying them completely in a few turns. Using this power on walls can even open cracks, destroy mechanisms and among other things. Humans never recover from the injuries caused by this power.

### ••••• •• Form of the Storm

Set was known as the god of storms. With this power,

the vampire becomes the storm temporarily, spreading his body in a furious cloud of wind, rain and lightning, striking everything around him relentlessly.

**System:** The transformation takes a complete turn. Spend two blood points per turn while staying in Storm Form. The vampire becomes a storm. This unholy storm occupies three meters per point of the vampire's Serpentis, and it can move at half its normal speed. It becomes immune to physical damage in this form. Increase all Perception difficulties by 3. Roll your Serpentis as blunt damage each turn against all characters within the storm. Spending a blood point, she can summon a lightning bolt to hit an enemy. The attack requires a Perception + Occult roll and deals aggravated damage equal to the vampire's points in Serpentis. It cannot be blocked or deflected, only avoided and soaked.

By spending a Willpower point on activation, the vampire can remain material in the center of the storm. He becomes immune to the effects of the storm, but can still perform physical actions.

## Temporis

The True Brujah insist that the origin of Temporis goes back to Antediluvian Brujah before his diablerie. They claim that Celerity is just a useless copy of a corrupt amateur. The preponderance of Celerity over Temporis among the Children of Cain, as well as the Book of Nod tells of the inhuman speed of the founder himself, indicates the opposite.

Some believe that the Mayor is buried somewhere. His parent undoubtedly created the art of Temporis, but the evidence suggests that he did it by refining Celerity. Distinctive Disciplines have some affinity for each other, as both involve acceleration, but the deepest mysteries of Temporis lie in their ability to directly channel the profane ecstasy that preserves a vampire from the erosion of time.

The powers used by Temporis are all reflective. That is, they can be used in the opponent's turn, although no more than one level of Temporis per opponent can be used in that turn. Characters who have Temporis cannot have Celerity. They must choose between one and the other, but never learn both. Characters who do not belong to the Brujah clan may need to take vitae to learn Temporis naturally.

### • Hourglass of the Mind

Time is too treacherous a force to manipulate clumsily. The first power of Temporis gives the vampire an innate

and infallible perception of time.

**System:** This course duplicates the Celestial Tuning Merit (see Chapter 10), except that the intuitive range of kainite is impeccable beyond any conventional unit of time measurement. Furthermore, the vampire knows instinctively when time is interrupted by any supernatural effects, including speed. When rolling Perception + Awareness on difficulty 6, adjusted by the storyteller according to the distance and intensity of power, Brujah can perceive the effects used even if he stays within an altered schedule, but aware that a change has occurred. The difficulty of any supernatural effect to alter the perception granted by the Hourglass of the Mind is increased by 1 for each Temporis point the character has.

### •• Locked Contemplation

Due to the effectiveness of this simple skill, most True Brujah believe that the Antediluvian probably remained trapped the instant Troile's fangs perpetually pierced his throat. A vampire with this power dominates the perception of time granted through the Hourglass of the Mind, allowing him to expand his mental acuity in response to the crisis. Second, it can also project this ability in an inverse way to others, numbing all thought processes and perceptual perception, while producing

an unfathomable stunning to the victim, which turns off the mind.

**System:** The primary effect of this power can be activated reflexively as a defensive action. The player spends a Willpower point and rolls Wits + Alertness (difficulty 6). Successfully, the vampire's perception of time stops when his mind leaves the stream with linear time for a perpetual gift. He can pontificate and contemplate, but he cannot act physically, change his mind, use any power that requires a physical activation cost (like blood) or influence the world in any way. Once the vampire decides her next course of action, she turns her attention back to time and can act on her plans.

The difficulty of the first action he performs is reduced by one due to the success accumulated above, until a minimum difficulty of 3. However, some actions and events are inevitable. A vampire can spend eternity ruminating from a position without victory, without reaching a comfortable conclusion. A Cainite may pause to consider possibilities a moment before a stake pierces his heart, but no matter how long he decides on a course of action, he simply cannot avoid it.

For the secondary effect of this power, the vampire focuses on a single victim in the line of sight. The player spends a blood point and rolls Manipulation +





Occult (difficulty of the victim's willpower). The victim then goes into a light trance that lasts for one minute for success. Crisscrossed victims do not perceive the environment and the flow of time around them. The state ends immediately if the victim suffers damage or suffers a sudden jolt in his senses, such as thunder or even a slight push. Normal conversation does not break the trance, although screams do. Failure of the roll causes the vampire himself to go into a trance

### ●●● Leaden Movement

With a gesture, the vampire can now slow the flow of time to a mere thread, causing those under the influence of that power to notice the passage of time in a dizzying blur. Your own perception diminishes despite the events that normally occur around you.

System: Activation of this power requires the expenditure of two blood points. Then, with a Wits + Occult roll, the character can employ the effects of this power. Difficulty varies by target's speed. Casting Temporis on a running man would have difficulty 6, an arrow would have difficulty 9, and a donkey-drawn cart would have difficulty 4. Powers of Swiftess increase the difficulty of using this power by one (to a maximum of 10). No targets larger than a man or a horse can be affected. Grouped objects of similar size and nature count as a single object and increase the difficulty by two. In practice, each success reduces a target's current speed. Each level of Temporis above this power reduces the difficulty of the roll by one point.

Critical Failures are replayed as non-absorbable damage against the vampire himself. For slow characters, apply the successes scored against them on the difficulty of any action involving Strength, Dexterity, and Wits. When targeted by this power, a character with Celerity can negate individual successes on the roll at a cost of one blood point each. Advanced Reflexes, Haste effect can be quite effective against this power, negating the slowness of Wits, although the physical body may still be slowed down. This power, if successful, cannot be applied more than once to a target. Lead Movement lasts one turn for each success accumulated.

### ●●●● Patience of Norns

The vampire can now expand the circumference of his power to swallow multiple targets at once or locate it in a single focused spot to freeze one or more objects in place. This utilitarian power offers both combat and noncombat benefits, such as turning an attacker into a statue in the middle of a skirmish or preserving precious documents without risking the ravages of age.

System: In addition to the following exceptions, this power works according to the Lead Movement rules. However, to lower multiple targets, the player must expend two blood points and one Willpower point. Suspending a single target requires the cost of two blood points (ignoring generational limits). Multiple targets do not require separate moves, suffer the effects described in the previous power, but the difficulty for the user of Temporis is equal to 8.

The vampire can only suspend as many targets equal to his Wits + Occult rating in one turn. Slowing a lone target requires the vampire to follow the same rules as Lead Movement. Unlike Lead Move, this power takes one die per success from the Strength, Quickness, or Wits Attributes. If any of these Attributes reach zero points, the target is paralyzed for a number of turns equivalent to half the Brujah's Temporis level. After that, if something that carries more kinetic force than a raindrop comes in contact with the target, it goes back in time at the speed at which it was stopped.

Vampires with Swiftess can still deny individual roll successes at the cost of one blood point each, but cannot attempt to do so after this power takes effect. Unlike living things, inanimate objects before the application of this power can be suspended indefinitely.

### ●●●●● Clotho's Gift

With this power, a vampire speeds up time within himself, moving with a supernatural speed that allows him to maneuver or attack faster than the eye can see, in addition to thinking, planning or invoking Disciplines that require intense focus.

System: The player spends three blood points (ignoring normal generational limits) and casts Intelligence + Occultism (difficulty 7). With a single success, this Discipline works as Speed, using half the vampire's Temporis rating (rounded up) in place of Speed, when applicable. This power remains active for a number of turns equal to the successes obtained.

Unlike Celerity, the Gift of Clotho allows any type of action. A vampire can contemplate his movements, activate Disciplines several times, including those that require full concentration or normally cannot be used more than once at a time (such as Dominate or Blood Magic). There is an exception: any Discipline that grants the vampire extra actions beyond those already obtained by using this power does not work. In addition, every action taken on activating a Discipline results in two non-absorbable dice of lethal damage against the vampire (difficulty equal to the vampire's Temporis rating). The

damage manifests itself as the vampire's own fabric is destroying itself, as if the heavens have partly denied its existence.

### ••••• • Clarity

Clarity allows the Brujah to advance a little in time and see how certain actions will unfold. This allows them to return to the present and use this information to perform their next action with greater skill and usefulness. When they return a moment before they leave, the only evidence of this power is a glow around the character as they return.

**System:** The character spends a Willpower point and makes a Wits + Alertness roll (difficulty 8) to see how much he can remember and understand what he saw. Each success obtained grants them an additional die to their dice pool for the next action. This can be used reflexively, in physical combat as well.

Outside of combat, this power can work to know what a Pater Patriae will say without even words coming out of its mouth, anticipating an attack before its enemies think of surprising it or preventing a fire from happening in a library before someone drop a pyre in place. The glow around the vampire is subtle, but with a Perception + Awareness check (difficulty 8) they can allow for a suspicion that there is something natural there.

### ••••• •• Outside the Hourglass

This powerful Temporis effect allows a vampire to withdraw from the flow of time for a number of turns and take whatever actions he wishes. Everything around the vampire in a few meters freezes. Arrows, swords, a falling wine jar or even a man running towards the vampire pauses in time. And they can only return after the time has passed.

**System:** This power can be used reflexively. The character spends one blood point, two Willpower points and rolls Intelligence + Occultism (difficulty 8). Each success guarantees a turn for the True Brujah to keep out of the flow of time. Naturally, the expansion area for the extended time is 1 yard / meter for each level of Brujah's Temporis. The character must spend 1 blood point for each meter he wants to increase, being able to exempt himself from the spending limit of his generation.

While in the flow of time, the character is not able to use other levels of Temporis, as he is maintaining all his concentrations for time to remain static in the area. Even so, the character can still divide actions during these turns without suffering damage penalties in the next turn. If the character affects a target or more, with any other Disciplines, the effects, damages, and consequences will

only happen as soon as time clears. Even with Celerity, victims of this power are completely stagnant and have no idea what happened. This implies that when the weather clears, it will be as if the whole scene had happened in the blink of an eye and the True Brujah was immensely fast.

If Brujah fails, the difficulties of any actions during that turn are increased by +1. Critical flaws guarantee damage equivalent to the character's Temporis level. This power being level 7, then the character will be wounded with 7 points of Lethal damage. The character can absorb with Stamina + Fortitude (difficulty 8).

**Example:** *Elliot paused the time. He has Intelligence 4 + Occultism 5 and has 3 successes in the roll. During 3 turns, time will be paused. However, Elliot spent 4 more blood points, so his dilated area is 4m in circumference. Elliot then uses Strength 3 + Potence 3 and hits his opponent twice, dividing actions for each attack. Therefore, the damage will only be applied when time clears and then your opponent can roll his Stamina + Fortitude dice.*

## Obtenebration

If you have a power that defines the Lasombra clan, this is Obtenebration. This is the Discipline that grants the vampire power over the darkness itself. The nature of the darkness invoked by Obtenebration is a subject of intense debate among vampires. Some believe that they are just shadows, while others think that power gives control over the things of the vampire's soul, allowing them to mold it into something tangible. Most scholars and occultists understand the Abyss as a plane potentially linked to the shadows, which allows the manipulation practiced by Lasombra, releasing terror when invoked on the earth plane. Regardless, the effects of Obtenebration are frightening, as waves of murky darkness come out of the vampire, enveloping those in his path like a hellish wave.

Darkness-using vampires can see through the darkness they control, although other vampires (even those who also have Obtenebration) cannot. There are terrible tales of rivals Lasombra struggling to blind and suffocate one another with the same wisps of darkness circulating among the youngest members of the clan, although no elder confirms these claims.

### • Shadowplay

Although this ability does not allow characters to create shadows that do not yet exist, it does allow them to manipulate, move and animate the shadows in the environment. This can provide social effects, such as using shadows to become more imposing or shaping an environment to suit your needs, creating areas of shadow



in which to hide a person or object.

**System:** Spend a blood point to add a die to a character's Intimidation and Stealth dice charts for the rest of the scene. While this power is active, characters can also move, change and animate shadows, which may include separating them from their original source. This can include moving shadows to allow the character to see better, which reduces any penalty incurred by darkness for the character's Darkness rate. Mortals find this power terrifying and must pass a Courage roll of 7. If they fail, their Social dice pools are reduced by one when they see this power in use.

## •• Shroud of Night

The vampire can create a cloud of darkness. The cloud completely obscures light and sound, even to some extent. Those who were trapped inside (and survived) describe the cloud as viscous and unnerving. This physical manifestation gives credit to Lasombra who claim that their darkness is something other than mere shadow. The shadow cloud can even move. If so, the creator vampire wishes, although it requires total concentration.

**System:** To use this ability, roll Manipulation + Occultism with a difficulty of 7. Success results in a cloud of impenetrable darkness 10 feet (or three meters) in diameter anywhere within 50 yards / meters of the character. Each additional success can add ten feet / three meters to the diameter of the cloud, at the discretion of the launcher. Lasombra can choose to affect an area that is not in their line of sight, but with a difficulty of 9, and they must spend a blood point.

All Perception stops are reduced by five dice and the difficulties of all character tests within the cloud increase by two. Characters with supernatural methods of increasing Perception, such as Sharp Senses (Auspex 1) receive only a two-dice penalty on their Perception. Furthermore, the cloud is a breach of the Abyss in the material world. Loose in the world of the living, he will try to drain the life of any being trapped in it.

Characters within the cloud have their Stamina scores reduced by two. For mortals, if this reduces their Stamina reserve to zero or less, they suffocate and die.

## •• Shadow Perspective

Using this ability, the vampire can potentially observe anything done near one of the surrounding shadows. It changes your perception of the shadows in which this shadow is close. The vampire became the shadow, shifting his senses to her.

Lasombra can choose to move any or all of his senses to

that area as if he were really standing there. If he moves all of his senses, it will be as if she is in the other shadow, but he would not feel an attack on his own body, since he has completely shifted his senses to the nearest shadow.

**System:** The shadow must be in the line of sight of the vampire who wants to change his perception. When defining which shadows to use, he must spend a blood point for each direction he moves. The vampire can only change his sensory perceptions (touch, taste, sight, smell or hearing) and cannot affect the area with any other powers that he cannot use from where he is currently.

However, by changing his vision, he can change his senses to any "line of sight" shadows. The Cainite must remain in the shadow for the power to work, and there must be other shadows in the area to which he changes his perceptions. The vampire may try to shift the perception to an area that he cannot see, but knows very well. If he does, he must also make a Perception + Acuity roll (difficulty 9) to succeed. If there are no shadows in the area in question, the power will not work, but the blood points will still be spent. This power cannot be used to perceive the shadows of another Lasombra.

## ••• Ahriman's Arms

With this ability, a Lasombra casts darkness into tentacles or arms that can attack, restrain, and grab enemies.

**System:** Using this ability requires a Manipulation + Occultism roll, difficulty 7. Each success allows a character to create a six foot long tentacle that must originate in a shadow source within 20 feet / 7 meters of the caster, with Strength and Dexterity ratings equal to Lasombra's Darkness rating. If the vampire wishes, he can spend blood to increase Strength and Dexterity at the cost of one blood per increased point, they can also increase the length by spending one blood for every two meters in length per tentacle.

Each tentacle has four levels of vitality, does not suffer penalty for injuries and absorbs non-aggravated damage by rolling Vigor + Fortitude equal to Lasombra's rating. The aggravated damage cannot be absorbed. Tentacles can attack characters using Dexterity to attack with Strength + 1 point of blunt damage. Controlling the tentacles requires a moderate amount of concentration on the part of the launcher. The tentacles receive an independent action, they act in conjunction with Lasombra's instructions. The character can only control an amount of tentacles equivalent to his Wits without taking a penalty for extra actions.

## ••• Eyes of the Night

The vampire is able to see anything that happens within the dark force created by any other use of Obtenebration. Thus, the vampire could summon the Shroud of Darkness in another room and clairvoyantly examine the inner area.

**System:** At the expense of a blood point, the vampire is able to see through the shadows of another Cainite. This also includes seeing very well in the darkness of the night, he can see his surroundings from anywhere within 15 yards / meters of his own body. Lasombra's eyes take on a completely black appearance.

As a disadvantage, any spotlight shines much more brightly than normal. Fire could even temporarily blind you. Tests to see in bright places increase the difficulty by +3. If the vampire receives a beam of light on his face, he will be stunned for one turn.

### •••• Nightshades

This ability allows Cainites to create realistic images and illusions of darkness that are almost indistinguishable from reality. The illusions created are still shadows and only last as long as your character focuses on them. They can create silhouettes and shadows, but are quickly undone with any strong lighting.

**System:** The player rolls Wits + Occultism, difficulty 7. For each success, the character can create an image the size of a human or smaller, or can combine their successes to create a very big illusion. Characters who see these illusions must pass a Perception + Awareness roll with difficulty 9 to see through the illusion. Auspex can reduce the difficulty by using Spiritual Sense to a maximum of two points. Sharp Senses have no effect against this power.

Alternatively, Lasombra can successfully fill an area of up to 10 yards / meters with primordial views of chaos, dark reflections of the Abyss and its inhabitants. This violation of the Abyss causes fear in all who contemplate it. Lasombra turns the area into a completely blackened smoke. Characters without Darkness have all dice pools reduced by two and their Initiative reduced by three.

### •••• Shadowforge

This power allows Lasombra to play forging objects. Just as he is able to use Nightshades to create other copies of shadows, this power allows Lasombra to create objects, including weapons.

**System:** With the expenditure of a blood point, Lasombra must roll Dexterity + Crafts. The difficulty is variable. Simple objects charge difficulty 4, ordinary objects charge difficulty 6, while complex objects charge

difficulty 8. The effect of power lasts for a scene. The objects can be keys, boxes, even clothes made of pure shade and can be useful or not. Other people are not able to equip or use these items, only Lasombra. The storyteller must be the final arbiter to decide whether an object made of shadows is functional or not.

If Lasombra wants to create a weapon, he must concentrate for one more turn while forging his blade, hammer any other. The damage done by the weapon is equivalent to the amount of blood points he expends to create it, up to a maximum of +5 Lethal Strength. If for some reason the weapon falls out of your hand, it falls apart. The shadows automatically swallow it so that enemies don't catch it. The weapon will also exist for only one scene. Armors made with this power only absorb Blunt damage, but are not thick or powerful enough as Shadow Armor to absorb Lethal.

### ••••• Tenebrous Form

At this level, the Kindred's domain of darkness is so extensive that he can become it. Upon activating this power, the vampire becomes a dark patch of amoeba-shaped shadow. Vampires in this form are practically invulnerable and can slide through cracks and crevices. Furthermore, even vampires who do not have Shadow Vision gain the ability to see through total darkness at this level while they are active.

**System:** The transformation costs three blood points and takes three turns to complete. While using the Shadow Corps, the vampire is immune to physical attacks (although he still suffers aggravated damage from fire and sunlight), but cannot attack. It can, however, involve other people, affecting them in the same way as the Shroud of Shadows, above, and use mental Discipline. While in this form, members of the Lasombra clan become a walking terror for their enemies.

Vampires using the Shadow Corps can even slide up the wall, through roofs or darkness upwards. They have no mass and are therefore not affected by gravity. The difficulty of the Röttschreck tests against fire and sunlight increases by two for vampires in this form, as the light is even more painful for their dark bodies.

Mortals (and other beings unaccustomed to such exposures), who witness the vampire transform into the unholy shadow must test Courage (difficulty 8) in order to avoid the debilitating terror described in Nightshade.

### ••••• Shadow Armor



In such a dangerous world, vampires must have ways to resist the damage done by their enemies. This power allows the user to wear an armor made of semi-solid shadow. This armor generally takes the form of a highly articulated and ornate Roman, Greek, Phoenician knight armor, although styles vary from one Lasombra to another and the cultures that the Lasombra were created.

The only constant is that the armor covers the entire body. The use of this power clearly marks the user as something sinister and profane and causes most normal mortals to flee in terror.

**System:** This power is one of the few that evolve according to the vampire's Obtenebration. When purchased at level five, Shadow Armor allows the player to spend 2 blood points and roll Manipulation + Occultism (difficulty 7). Each success on the test translates to an armor die, which can be used to absorb Contusive and Lethal damage. This power does not protect Lasombra from aggravated damage from the sun, true faith or fire. In addition, the character gains three dice on any Intimidation check. Mortals and normal animals flee before the character. Exceptionally strong mortals and vampires can roll Courage (Charisma difficulty + Character intimidation) to avoid running away.

If the player fails the roll to form the Shadow Armor, the blood points are spent and nothing happens. But if there is a critical failure, the character takes the amount of successes in lethal damage.

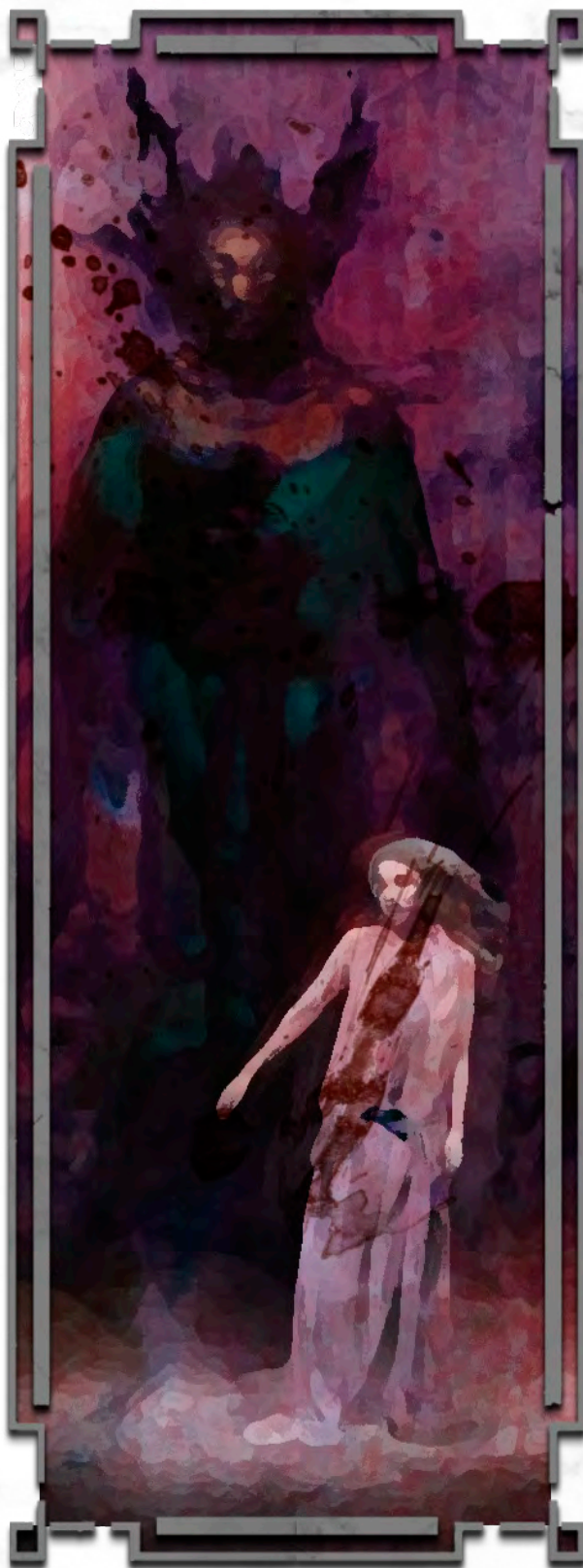
When Lasombra reaches the sixth level of Darkness, Shadow Armor evolves its defense power and Shadow Armor starts to absorb Aggravated damage. In addition, the Lasombra gains the possibility of combining this power with Fortification Against Ahura Mazda. There is no need to buy it twice. This power automatically evolves when the character reaches Obtenebration 6.

### ••••• • **Inner Darkness**

This power allows the Cainite to wake up the darkness contained in his black soul. This huge, turbulent shadow spewed out by the vampire, despite some rumors that some vampires just cut themselves and let darkness drain from their veins. The cloud of shadow covers the target, burning it with a cold that scars the soul and drains its blood in torrents.

**System:** The player makes a Willpower roll (difficulty 6) and spends a blood point. The resulting shadow surrounds the target and, although it does not physically harm the victim, can terrify him.

Individuals who observe Inner Darkness, either as targets



or bystanders, may suffer from the terror described in the Shroud of Shadows, unless they are already familiar with the vampire's powers. Individuals touched by Inner Darkness lose one blood point per turn, although targets can resist this effect by succeeding on a Stamina roll (difficulty 6), each time the target remains in contact with the cloud.

The vampire summoning the Inner Darkness devotes his full attention to maintaining the cloud. If the vampire is attacked, the darkness immediately returns to him through any orifice that originated it. The Cainite can summon darkness back at any time, earning a number of blood points equal to half the number the shadow has stolen from its victims. Taking blood in this way is similar to drinking from vampires, which can result in Blood Ties. In addition, the Inner Darkness can take blood from only one individual at a time, although it can be in contact with many.

Although there were attempts, it is not possible to diablerize a vampire using this power. If the shadows succeed in destroying him, the vampire's soul is absorbed by the abyss, not Lasombra.

### ••••• • Shadowstep

The vampire can walk through a shadow and leave another at up to 5 meters per level of Obtenebration. This power acts as a limited form of teleportation. The vampire can use it to bypass solid walls, climb a floor of a building and bypass other obstacles. The vampire can also try to use this power to pull others through a shadow to him. The vampire can do this by reaching for the shadow, grabbing the victim and pulling him through the shadow to his own location.

System: The vampire must decide where he will emerge before entering and inform the storyteller about the decision. He must make an Intelligence + Stealth roll (difficulty 6) to go anywhere. Failures mean he is not going anywhere, while a critical failure gives the storyteller a free license to go crazy (dimensions of the shadows, attacks from the shadows beasts, etc.). Pulling someone requires at least two successes on an Intelligence + Occultism roll (difficulty 7). A hit means that the target is grabbed, but is not going anywhere.

### ••••• •• Fortify Against Ahura Mazda

Normally, sunlight destroys the darkness created by Tenebrosity with a single touch. A single ray of light can ruin even the best-prepared Nocturne, and a Lasombra battered in its haven during the day cannot use Ahriman's Arms to reach its enemies outside.

As the first step on the path to the true mastery of Obtenebration, it allows the user to strengthen their darkness against the sunlight. This power takes its name from the Zoroastrian God of light and fire, the opposite of Ahriman, Divinity of Shadows.

System: When the character summons another Obtenebration power, the player spends 3 blood points in addition to the cost the power in question has and rolls Stamina + Occultism (difficulty 7). Each success translates into a shift in which the power of Obtenebration is unaffected by sunlight. The duration of the Ahura Mazda Fortification cannot be extended by using additional blood points.

Traps that use daylight as their primary weapon can become ineffective for some turns with the use of this power. Hunters, ghouls and other creatures were already surprised when powerful Lasombas completely obscured the sun's rays, invoking the Abyss with full force when defending themselves.

## Valeren

Salubri's proprietary Discipline is divided into three appropriately named paths: Healer, Warrior and Observer. The Salubri use Valeren's healing powers and martial prowess as a bargaining chip, intimidating less moral Cainites to practice Philosophies with greater conviction. The respective Salubri castes favor their proprietary Path as a Discipline of the clan.

They can elevate other Philosophies as Clan Disciplines, but the opposite Philosophy has an experience cost of (current rating x6). Learning Valeren causes a physical change in the Cainites: a lump or nodule developing in the center of the forehead, eventually opening in a fully developed third eye when the character learns Valeren's third point. Characters members of the Salubri clan develop the third as soon as they learn the second level of the Discipline. Cainites with a high ranking in their Philosophy show a human or angelic look. Those who walk a low or inhuman Philosophy develop third bizarre or demonic eyes.

The eye is sensitive. Attempting to cover it results in a dice penalty for all moves, although obscuring it under a hood is acceptable. In all cases, the eye can be retracted into the skull and perfectly hidden for the scene with a Stamina + Stealth roll (difficulty 5), but using any level of Valeren brings it back.

### • Sense Vitality



With a glance, Salubri can instantly read a target's vital physical or spiritual markers. It can find out how much damage a target has suffered or what kind of being it is.

**System:** The third eye opens, revealing the small details of life to Salubri's second vision. The player makes a Perception + Empathy or Medicine check (difficulty 7), with cumulative successes if Salubri continues the exam. Two successes reveal how many levels of health damage the target has suffered. Three successes show how much blood a living target has left in its system. Four successes reveal the evaluation of the target's Philosophy (if applicable), but not which road the subject takes. Alternatively, successes allow the player to ask the storyteller a question about the target's overall health. "Was he drugged?" or "Was this done with Vicissitude?" are valid, but "Who did this to him?" or "Was it Rustovitch?" they are not.

## •• Gift of Sleep

Salubri can relieve a target's pain or put him to a deep, relaxing sleep. Healers have strong ethical concerns about forcing unconscious people into reluctance, but these are concerns, not limits.

**System:** If used willingly, the power requires a touch and a Willpower roll (difficulty 6) to block the target's pain. This allows the target to ignore all injury penalties for a successful turn, and Salubri can use this power on himself. To put a living being to sleep (willingly or unwillingly), the vampire must make a contested Willpower roll against the target (difficulty 8). This target sleeps for eight hours (or whatever is normal for the individual) and regains a temporary point of Willpower upon awakening.

Being put to sleep in the middle of the fight is perfectly possible. Although falling to the ground does not awaken the target, being hit by a weapon will return the victim to a state of full alertness. Vampires and other undead creatures, or those who are insomniac for any reason, are unaffected by this power.

## ••• Healer's Touch

The characteristic power of Healers comes from the ability to apply the vampiric regenerative process to others. The third eye opens wide, emitting brilliant blood light. The target feels sweet and invigorating energies invading his wounds.

**System:** This power works on any living or undead creature, but the character must be able to touch the target, even if he simply "lays hands". The target's wounds can be healed by expending blood points, as if

the vampire is healing. Aggravated wounds can also be healed this way, requiring three blood points for each aggravated health level.

The Healer's Touch can also clear any blood-borne infectious diseases, requiring two blood points per infection; they must first be identified, and this power does not prevent recurrence, but it will alleviate the worst of the disease.

## •••• Calming the Mind

Like the Healer's Touch, Calming the Mind is a kind of healing, albeit a temporary one. This power is one way out for Salubris to bring temporary peace to his Malkavian brothers or mental relief to anyone who is suffering. The third eye opens with the activation of this power, projecting a bluish light of calm in the target's mind. It is said that this power was created by Saulot as a way to fight the Baali and their diseases caused by the Daimonion more quickly and effectively. Usually used to calm victims of Dementation, Dominate or the Baali's own demonic power.

**System:** Salubri must raise his hands to the target's head. With the expenditure of 1 point of Willpower, this power will be activated. Salubri must maintain his concentration on the target for at least one turn.

The first effect is just the Anesthetic Touch. Physical pain is automatically relieved. Salubri can avoid the effects of a Derangement for a scene. Guilt, heavy conscience, emotional pain and restraint caused by self-harm also disappear from the person's mind for a scene, allowing the Salubri to talk normally to the disturbed. Addictions are also cured for a short period of time. This power does not calm conditions of irritation or frenzy, only illnesses and mental conditions that often disturb people.

## ••••• Unburden the Bestial Soul

The third eye opens and a rod of golden splendor comes out, transfixing the victim. Something almost imperceptible comes out of the subject's mouth, attracted to Salubri's body. It is the victim's soul. Salubri with this level of Valeren can draw the vampire's tattered soul to Salubri's third eye, allowing the Healer to repair the damage caused by the burden of non-life and the Beast.

**System:** Vampiric souls with a Philosophy rating of 0 cannot be healed by this power. It is better to leave them to the warrior caste. For everyone else, the character spends two Willpower points and rolls Stamina + Empathy (difficulty 10 minus the target's Philosophy rating). Failure means that the character cannot try

again until the following night, while a critical failure means that Salubri acquires a Temporary Derangement.

Success takes the soul of the target. The souls removed in this way become part of the Salubri's soul as the healing process takes place, he can return it to his proper body at any time. Deprived of a soul, the target's body is empty, but alive. He obeys Salubri's commands. The body may be forced into combat, but it loses two dice in its dice pools due to a lack of coordination (healers consider this seriously unethical, even if they have absorbed the target's soul as a defensive measure). The subject's body and soul were never meant to be separated. Holding a soul for longer than is strictly necessary, usually one night, is considered a sin against most Philosophy (especially Humanity and the Philosophy of Heaven). The soul may eventually try to escape. This is resisted by a Willpower roll (Wits difficulty + Empathy of the trapped soul), attempted once a week. It can contain only one soul at a time.

Spending five Willpower points over the course of an hour, Salubri can roll Manipulation + Empathy (difficulty 8) to increase the target's Virtue scores (Consciousness, Courage and Self-control), degrade them (Conviction and Instinct) or increase o Philosophy classification of the subject directly. She sees the countless degenerations that led to the fallen state of the soul as distressing visions. Salubri can only restore or degrade a total number of points equal to his Empathy level per night, and must pay the Willpower cost when trying again. He may spend additional Willpower (one per) to heal the target's Disorders. Just like in Calm the Mind, Malkavians can be cured of their clan weaknesses, but in this case only for one night.

## ••••• • The Source of Life

While one of Valeren's variations is the coup de grace, as in the warrior caste, healers can extend a mortal's lifespan. In addition to rejuvenating, the diseases that one day that mortal suffered will also be cured and he can then start his life over.

**System:** This power requires the expenditure of three blood points and one Willpower point. The Salubri focuses on its target for one turn and opens its third eye. A healing aura is directed at the target, who feels the effects of life transport into their own body. The Salubri then makes an Intelligence + Medicine roll (difficulty 8). Successes gained determine how much the Cainite is able to rejuvenate a mortal.

Successes	Time
1 Success	One year.

2 Successes	Five years.
3 Successes	A decade.
4 Successes	Fifty years.
5 Successes	One hundred years.
+5 successes	As much as the Salubri wants.

The target is automatically healed for one point of bashing or lethal damage per success. Aggravated Wounds still require the Salubri to expend five extra blood points. However, it is up to the character to heal certain wounds or not. The only real flaw in this power is that the target may not remember your life. Rejuvenation costs your memory, requiring a Willpower roll (difficulty 3 + 1 for each Salubri success) to be made for a character to remember who he was and how he lived.

Although this power rejuvenates, the target cannot be destroyed with it, nor can vampirism be cured. The mortal at best becomes a baby again, the immortal is limited to making his appearance for the moment of his death. A vampire couldn't rejuvenate until childhood. The power's advantage for immortals is that any permanent changes caused by the challenges of supernatural life revert to the original Embrace state. However, targets that have been Embraced with such traits cannot be healed and will remain the same way they were brought into the vampiric world.

## ••••• • Redeem the Hades Tribute

It is difficult to find a Salubri who is injured or incapacitated. The reason for this, and what many fervently believe, is that some healers manage to bring back permanently lost and supernaturally altered parts of the warriors' bodies. The same can happen to mortals and even to themselves. This power, while a powerful demonstration of Valeren, comes at an exceptional cost to the healer.

**System:** Activation of the power requires the expenditure of ten blood points, exceeding the generational limit, or one permanent Willpower point. The Salubri rolls Wits + Medicine (difficulty 3 + the target's Stamina) and directs his palms at the source of the wound. Any supernatural effects that have burned, destroyed, withered, pulverized, or any other form of unrecoverable damage are immediately healed. Healing takes about one scene to take place.

A lost arm could be completely rebuilt, a dysfunctional leg could be cured, and even ailments of the mind, as long as it wasn't for the disturbances of a Malkavian,



could vanish with the healing of the Salubri. This includes illnesses that came before the Embrace, but that remained with the vampire through the time of his curse.

Because it is costly and exceptional, the use of this power rarely happens in someone the Salubri does not consider worthy of receiving such a cure. Additionally, the Salubri seek to bring this kind of blessing to those who really need it. Unfortunately, the healer is unable to direct the healing force upon himself. They say that the healer caste teaches self-sacrifice so that others can live.

## Vicissitude

Vicissitude is the characteristic power of the Tzimisce and is practically unknown outside the clan. Similar to Protean in some ways, Vicissitude allows Demons to shape and sculpt their own flesh and bones, or those of others. When a Tzimisce uses Vicissitude to alter higher-generation mortals, ghouls and vampires, the effects are permanent. Lower or equal generation vampires can heal the effects of Vicissitude as if it caused aggravated damage. Of course, a user can reform his own meat normally.

Although this Discipline creates powerful and horrible effects, the user needs to obtain skin-to-skin contact and often needs to physically sculpt the desired results. This also applies to the use of power over oneself. Skilled Tzimisce in Vicissitude often have inhuman beauty. The least skilled are simply inhuman. There are rumors that Vicissitude is a disease and not a “normal” Discipline, but only the Tzimisce know for sure, and they will not say.

Note: Nosferatu always “heal” automatically from changes in Vicissitude, at least those that make them look more beautiful. The ancient curse of the Clan cannot be avoided through Vicissitude, except perhaps by the Antediluvian of Clan Tzimisce (who are said to have been destroyed). The same applies to physical deformities of the Gangrel Clan’s weakness. The effects of this power or other powers caused by Vicissitude can be cured with Valeren or Vicissitude itself. The changes can be irreversible if not cured immediately after the damage received.

### • Malleable Aspect

A vampire with this power can totally change the parameters of his own body: height, structure, voice, facial features and skin tone, among other things. Such changes are cosmetic and small in scope, no more than one foot (30 cm) can be gained or lost, for example. The

vampire needs to physically shape the changes until he reaches the desired result.

**System:** The player needs to use a blood point for each part of the body that will be changed, and then roll Intelligence + Medicine (difficulty 6). Duplicating another person or voice requires a Perception + Medicine roll (difficulty 8) and five successes are displayed for a perfect copy. Less successes leave small, or not so small, failures. Increasing someone’s Appearance would have difficulty 10, and therefore requires the use of Willpower points even for mediocre successes, with a critical failure permanently reducing the Attribute by one point.

### •• Fleshcraft

This power is similar to the Malleable Aspect, above, but allows the vampire to make drastic and grotesque changes to other creatures. Tzimisce often use this power to turn their servants into monstrous guards, to frighten their enemies. Only the skin (skin, muscles, fat and cartilage, but not bone) can be transformed by this power.

**System:** The vampire needs to grab the victim, while playing pain tests Dexterity + Medicine (variable difficulty: 5 for a simple “pull and shape” up to 9 for more precise transformations). A vampire who wishes to increase another person’s Appearance Attribute, does as in Malleable Aspect. Reducing the Attribute is considerably easier (difficulty 5), although more inspired disfigurements may require greater difficulty. In both cases, each success increases / decreases the Attribute by one.

A vampire can use this power to move clumps of skin, fat and muscle tissue, thus providing greater firmness where needed. If he succeeds on a Dexterity + Medicine check (difficulty 8), the vampire can increase a target’s damage absorption dice pool by one point, either at the expense of a Strength point or a Vitality level (at choice of the vampire).

### ••• Bone Craft

This terrible level of power allows the vampire to manipulate the bones in the same way that he manipulates the skin. In conjunction with Shaping the Flesh, above, this power allows a Vicissitude practitioner to deform his victim (or himself) beyond recognition. This power must be used in conjunction with the arts of molding the flesh, unless the vampire wishes to harm his victim.

**System:** The vampire’s player rolls Strength + Medicine (difficulty in Shaping Flesh). Shaping Bones can be used without the arts of shaping meat, as an offensive weapon.

Each success obtained on a Strength + Medicine roll (difficulty 7) inflicts a Vitality level of lethal damage on the victim, as their bones pierce, tear and cut their way out of the skin.

The vampire can use this power (on himself or on others) to form spikes and claws of bones, either at the joints (to use as a weapon) or throughout the body, as a defensive “armor”. If spikes are used, the vampire suffers a Vitality level of lethal damage (the inherent cost of having sharp bones protruding through the skin, this weapon is expensive). In the case of “armor”, the target loses a number of Vitality levels equal to five minus the number of successes (a critical failure kills the target or puts the vampire into a torpor). These levels of Vitality can be cured normally.

The spikes in the joints inflict Strength + 1 damage, while the defensive armor inflicts lethal damage equal to the Strength with clean hands, unless he gains 3 or more successes in the attack roll (the defender suffers the damage usually). The armor also allows the vampire or modified target to add two dice to the damage caused by a hug, immobilization or grapple.

A vampire who scores five or more successes on the Strength + Medicine roll can cause a rival’s ribcage to

curve inward and pierce his heart. Although this does not put the vampire into a torpor, this causes the affected vampire to lose half of his blood points, as the cradle of his vitae breaks in a rain of blood.

### •••• Zulo Form

Tzimisce use this power to become horrible monsters; of course, this gives you a big advantage during combat. The vampire’s stature increases to two and a half meters; the skin becomes a sickly greyish green or chitinous dark gray; the arms become slimy and like those of a monkey, with broken black nails at its end; and the face turns into something from a nightmare. A column of pimples sprouts from its vertebrae and the outer carcass oozes a foul-smelling goo.

**System:** The Horrifying Form costs two blood points to be awakened. All Physical Attributes (Strength, Dexterity, Stamina) increase by three, but Social Attributes drop to zero, except when dealing with other vampires in Zulo Form.

However, a vampire in the Zulo Form who is trying to intimidate someone can replace his Strength with a Social Attribute. The damage inflicted on fights increases by 1, due to Zulo’s arms and Strength being greater.





## ●●●● Body Arsenal

The vampire can use his own body to create weapons. The vampire may manifest claws similar to the Beast's Claws Protean ability, but this power goes far beyond that. He can create knives, swords, maces, whips and most other melee weapons that the vampire can imagine, with the exception of projectiles.

**System:** The Tzimisce must spend a blood point, imagine the weapon he wants and use Strength + Medicine (difficulty as in Molding the Meat). Just like in Shadowforge, this power requires that for the character to maximize the amount of damage his weapon does, spend an extra blood point for each point. The weapon can grant Strength +3 Aggravated damage.

Someone who tries to destroy the weapon may directly damage Tzimisce, since the weapon is a composition of his own body. If the Tzimisce is destroyed, the weapon will also disappear. It is not possible to use the bodies of other people or creatures to imbue Aggravated damage, only Lethal to a Strength limit of +5.

## ●●●● Living Shield

The Tzimisce sticks his arm behind a victim's back, turning him into a living shield and using it to defend himself from attacks.

**System:** The Tzimisce must have a minimum of Strength 5, through Vitae and / Potence for this power. The target must be immobilized. The vampire will roll Dexterity + Medicine (difficulty 8). If he passes, the victim loses a vitality point. If he fails, the victim dies and a new shield must be created. Another factor that makes this power terrifying is the fact that the vampire can inject his blood through the victim's body, increasing his resistance.

When turning it into a shield, the vampire then lifts his victim as he squirms and screams in the air using him to block attacks like a normal shield. The victim is a living shield that absorbs blunt and lethal attacks. When your Vitality reaches -5, the shield's effect ends. At this point, the victim will be too hurt to offer protection.

If desired, the Tzimisce can still transform the victim into a weapon with a Dexterity + Crafts roll (difficulty 7). Successes add one point of damage to a maximum equivalent to the victim's natural Stamina. Consider the size of the weapons before the damage is applied. Throwing knives couldn't hurt as much as a big sword. Unlike Corporal Arsenal, these bone and flesh weapons do not cause aggravated, only lethal. Characters with Body Arsenal can still cause them to

aggravate immediately.

Targets that envision scenes like this should roll Awareness / Conviction if it hurts the victim is against its Philosophy. Humans go into a frenzy and roll Self-control so they don't run away. Vampires can roll Courage to continue facing Tzimisce.

## ●●●● Bloodform

A vampire with this power can physically transform all (or part of) his body into a kind of conscious vitae. This blood is in equal respects to normal vampire vitae and can be used to feed the vampire himself or others, create ghouls or establish blood ties. If all the blood is absorbed or destroyed in any way, the vampire finds his Final Death.

**System:** The vampire can transform all or part of himself, as he sees fit. Each leg can transform into an amount of vitae equivalent to two points of blood, just as the torso, each arm, head and abdomen become a point of blood. As long as you are in contact with the vampire, the blood can be converted back into parts of your body.

If the blood has been destroyed or consumed, the vampire must use as many blood points as was originally used to recover the lost parts of his body. A vampire entirely in this form cannot be staked, cut, bruised or punctured, but can be burned or exposed to the sun.

The vampire can seep, drip up the wall and flow through the narrowest cracks, as with Tenebrous Form. Mental Disciplines cannot be used, as long as no eye contact or vocal expression is needed, and if a vampire in this form "gushes" over a mortal or animal, that mortal must succeed in a Courage roll (difficulty 8) or flee in a panic.

## ●●●● Blood of Acid

At this level of mastery, the vampire converts his blood to a viscous acid. Likewise, any blood he consumes will turn into an acid sufficiently corrosive to burn human (and vampire) skin, as well as wood. One of the side effects of this power is the inability to create new ghouls and new vampires, or to give your blood to another vampire and the acid will eat away at you as soon as you drink it. However, the obvious benefit is that would-be diablerists are also prevented from sucking Cainite's blood.

**System:** Each point of blood that comes in contact with something else (other than the vampire himself) does three dice of aggravated damage. If the vampire is wounded in combat, his blood can spatter on an

opponent, enemies must succeed on a Dexterity + Athletics roll to avoid blood, but this must be done by splitting their dice pool. Obviously, unless the opponent knows that the vampire has this power, he will not split his dice pool on the first attack, which causes many Tzimisce to laugh out loud as their vitae splashes from their bodies and disfigures their attackers). This effect can be combined with Blood Form, if Tzimisce has both levels. Its potential is highly destructible.

### ••••• • Chiropteran Marauder

Similar to the minor power of Vicissitude, Forma Zulo, the Chiropteran Predator is a terrifying biped bat, with jaws full of sharp fangs and leathery wings full of veins. This power confers all the benefits of the Horrifying Form, in addition to some others.

The mere sight of a Depredator is enough to make any mortal or impressionable vampire run away in terror.

**System:** The vampire receives all the effects of the Zulo Form. In addition, the fluted wings allow the vampire to fly at 25 mph (40 km / h), in flight he can carry, but not manipulate, objects of reasonable size. If the vampire wishes, the player can make a Strength + Medicine roll (difficulty 6) to acquire skeletal claws at the ends of the wings, where the hands would be.

These claws do Strength + 2 points of aggravated damage. In addition, the vampire subtracts 2 points from the difficulty of all perception based perception tests (and adds 1 to all vision based Reasoning and Perception tests).

### ••••• • Plasmic Form

This power is an extension of Blood Form, but its user can manipulate the blood once it has been created. It can move part of the blood or all the blood, and can therefore travel through cracks, under doors, etc. The vampire is immune to all attacks except fire or sunlight, while in this form.

**System:** Like Blood Form, the vampire can transform into a pool of blood. He is able to travel like a puddle of red liquid or appear completely normal, except for the red color (although he is still a mass of blood held in biped form by surface tension). The liquid vampire can speak and walk normally.

The vampire and his body parts will not be really solid, so although arrows and fists splash harmlessly through him, he will not be able to reach anyone, drink blood or engage in any other physical activity. The vampire can use Mental Disciplines in this form, unless it requires eye contact. Humans who see him in

a blood form must roll Courage, difficulty 8 not to run.

### ••••• • Cocoon

The vampire can form a cocoon from the blood and other fluids excreted from his body. The cocoon hardens into a strong white layer, shaped almost like a round tomb. The cocoon provides considerable means of protection for the vampire, protecting him even from sunlight and fire, to a limited extent. This power is an excellent method of defense against the most destructive forces in vampires.

**System:** The vampire can only lock himself up. The process takes ten minutes to complete. Additionally, creating a cocoon costs three blood points. The cocoon offers complete protection from sunlight and provides a number of dice equivalent to twice the character's natural Stamina level against any aggravated damage, including fire.

The cocoon lasts for as long as the vampire wants and if you wish you can dissolve it in a blood paste, where it can emerge. Vampires inside the cocoon can use Mental Disciplines although they may still require eye contact. or other special conditions to function.

### ••••• • Earthblood

The Tzimisce with this power converted all of his blood into a dark viscous substance much more deadly than any regular vitae.

**System:** Tzimisce's blood is dark and oily. Sticky blood sticks to surfaces and is difficult to remove, doing this in a hurry requires an attack on whatever is connected with a sharp weapon of some kind.

Because of its viscosity, it takes twice as long to feed a vampire with Earthblood (making it twice as deadly to diablerize them too). The most frightening thing is that, when exposed to the outdoors, this blood becomes highly flammable. If burned, it will turn into an incandescent fire for one round per blood point, causing three aggravated damage dice each round until it burns. The Tzimisce individual is immune to damage to his own blood, although other Tzimisce are not.

Earthblood is an automatic effect and once taken, all the vampire's blood and all the blood they consume is affected. In addition, this power can be combined with Acid Blood, making it almost impossible to get close to the blood of a Tzimisce.

## Blood Sorcery



Some Cainites put aside some of their Family Disciplines to focus on Blood Sorcery during their years of learning. Kindred cannot and do not become Awakened sorcerers, but they can replicate inferior effects of magic, known as Blood Sorcery. There are lineages and clans that are born sorcerers and can use Sorcery as the main tool for their activities.

System: Unless specified, all Blood Sorcery use the same system. To activate a power, the vampire spends a blood point and rolls Willpower (difficulty equal to Sorcery Level +3).

## Sorcery and Rituals

Blood Sorcery comes in two styles: Paths and Rituals. Some forms of Blood Sorcery have one or the other, but most have both. Path magic never rises above five points, although there is no upper limit to ritual magic. With Necromancy and Blood Magic, the character has a Discipline rating like any other Discipline. With each point in that Discipline, she gains a first Path point and a Ritual of an equal or lower level. The sorcerer can learn other Paths, but cannot exceed his Sorcery rating. She can learn any number of Rituals as well, with similar level limits.

## Learning Rituals

Experienced characters can devise their own rituals, but young characters need to learn from tutors and a lot of dedication. To purchase rituals, refer to the Character Creation chapter. If a character wishes to learn from a tutor, he can roll Intelligence + Ritualistics (difficulty 3 + Level of Ritual being learned) for each year in game. The number of years required is defined by the level of the ritual. At the charge of the storyteller, if he obtains an amount of success equivalent to Level x2, the character can learn the ritual without the cost of XP. In any case, it is up to the storyteller to decide what will be the final result on the expense or not of XP.

It is possible for characters to develop their own rituals. For this, the character must do a study of the occult. First, there will be Intelligence + Occultism (difficulty 3 + level of ritual to be developed). The same rule must be applied regarding the amount of time and successes.

As soon as he achieves the necessary successes, the character must roll Intelligence + Ritualistic (difficulty 8) for development. This is the practice phase, where the character can perform the ritual in the future without any problems. For the same period of weeks, the character will need to practice his ritual. It will be necessary to accumulate an amount of successes equivalent to the level of the ritual. If achieved, the

## Alternative Rule

Originally, all characters start with a ritual and earn one more for each new level they pick up in their witchcraft. Then, they only buy with XP.

As an alternative rule, characters can earn ritual points by adding their levels. If a character obtains Necromancy 3, he must add from level one to three. Thus, he will have 6 points to distribute. For each additional line that the character obtains, the points must be added and added for the purchase of rituals. The purchase cost is equal to Ritual Level x2.

ritual can now be put into practice. In this case, due to the absence of a tutor, double the number of years necessary for the development and practice of a ritual. Therefore, a Level 5 ritual should take around 10 years to develop and learn.

Although blood magic levels do not exceed fifth level, immortals who manage to specialize by breaking that limit receive bonuses for every rank they purchase from sorcery. Every level above the fifth marble grants an extra die to perform any sorcery or rituals using that type of magic. Remember that a character with Necromancy 8 who had +3 bonus dice could not use them for Dur-An-Ki 4.

## Dur-An-Ki

Instead of great traditions, symbol decorations and many rules to perform the sorcery known in Dur-An-Ki, in reality their patronage invokes old alliances with spirits, ordering them to fulfill their wishes. Although this is a very different practice from the long-lasting pacts made with demons by practitioners of Dark Sorcery, it is still possible to contact them through Dur-An-Ki.

Dur-An-Ki relies heavily on astrology, the use of amulets and talismans and, above all, ecstatic practices. Upon entering a trance, the sorcerer raises his conscience to the heavens to find increasingly powerful spirits and gain more powerful magic. Assamite Sorcerers often use a drug called Kalif for this purpose, but there are many other methods, including dance, pain, meditation and artistic expression. Any form of ritual that the vampire can use to enter his own ecstasy is valid, including the heat of battles. To save time, Assamites began to

incorporate the effects and spiritual communications they made on amulets, weapons, talismans, scrolls and other objects that they could carry with them. Incense sticks don't get away with this. This form was one of the best found so that a wizard could use his magical powers almost instantly.

Many Cainites ignorantly think that Dur-An-Ki is known as Assamite Sorcery or that it belongs only to the Assamite Sorcerer caste. In part, it is true because they adopted these sorceries, but in reality Dur-An-Ki was, in antiquity, the magic practiced by any and all Kindred. Over the years, this information has been forgotten and the Assamites have adopted Dur-An-Ki to their own clan, creating their own unique Trails and powers.

This "Discipline" was one of the ways to fight the Baali, although they became practitioners of Dur-An-Ki centuries after its creation and development, although the Baali started to use it to summon demons and creatures of darkness or even agree with them.

System: Unless otherwise specified, all powers in the Paths of witchcraft, blood magic and others follow the same system. To activate the Path, spend a blood point and test Willpower against a difficulty of +3 power level. To perform rituals, roll Intelligence + Ritual against a difficulty of the ritual level +3 (maximum 9).

## **Path of Vitality**

Although it is not a primary path among the Assamites, this is one of the main ones when it comes to understanding the vitae of the Cainites and manipulating them in their favor. This is one of the Trails that do not use so much amulets and others, but the gross manipulation of the blood itself.

Generally, sorcerers who have access to this Trail usually cut their hands during use, or even gain access to their opponent's blood for this. It is almost like an amplification of Quietus.

### **• The Truth of Blood**

This power was developed as a means of testing an enemy's power. By simply touching the target's blood, the sorcerer can determine how much vitae is left in his body and, if the target is a vampire, how recently he has fed, his approximate Generation, and with three or more successes, he recently committed diablerie. This is a great way to collect information from the hunted opponent. And a great resource for smart Assamites.

System: The number of successes achieved in the move determines the amount of information obtained by the sorcerer and how accurate they are. The order of each

information goes according to the player's wishes. If he wants to know if there was a Diablerie, then this will be the first information to come to his mind.

### **•• Force the Vitae of the Weak**

This power allows a vampire to force another Cainite to use blood points against his will. The sorcerer must touch his target for this power to work, although the lightest touch is enough. A vampire affected by this power may experience physical agitation as the sorcerer intensifies his Physical Attributes or may even find himself close to frenzy as his supply of vitae is mystically exhausted.

System: Each success forces the target to immediately use a blood point in the manner chosen by the sorcerer. (should go for some logical expenses to what the vampire target could do, such as increasing Physical Attributes or activating Disciplines). Note that the blood points used forcibly in this way may exceed the maximum "per turn" indicated by the victim's generation. Each success also increases the victim's difficulty in resisting the frenzy. The sorcerer cannot use Force the Blood of the Weak on himself.

### **••• Shield of Blood**

In unfavorable situations, this power can be the great salvation of many non-combatant Assamites. It allows the character to create a shield completely made of vitae, absorbing the attacks taken in place of the sorcerer.

System: When invoking this power, the character spends one point of Willpower and three points of blood, exceeding the generation limit. The Sorcerer then rolls Intelligence + Ritualistic. Each success guarantees a vitality point to the Shield of Blood. The shield will remain present until destroyed or by a scene.

### **•••• Vitae Theft**

Using this power, a sorcerer manages to extract the vitae from his victims. It does not need to come into contact with its target, the blood literally flows in a physical torrent that goes from the target to the Kindred (it is normally mystically absorbed and does not need to be ingested through the mouth).

System: The number of successes determines how many blood points the Assamite can transfer from its target. The target must be visible to the sorcerer and within a 50-foot (15 meter) field. Using this power avoids a blood bond, on the other hand it counts as if the vampire drank his own blood. Of course, using it in public is a breach of the Blood Silence Tradition.

### **••••• Effervescence**



A sorcerer using this power, boils the target's blood in his veins like water at the stake. The Cainite must touch the target and it is this touch that causes the target's blood to boil. This power is always fatal to mortals and does great damage to even the most powerful vampires.

**System:** The number of successes obtained determines how many blood points are brought to the boil. The target suffers an increased Vitality level of damage for each point of boiled blood (individuals with Fortitude can absorb this damage using only Fortitude dice). A single success kills any mortal, although it is suspected that some ghouls have already survived.

The theoretical part is extremely interesting, but the practice is terrifying. The victim swells red, his skin bubbling and his eyes exploding. Blood gushes through every pore and mortals who see such a scene flee in terror.

## Awakening of Steel

Although mastery in combat is hardly the main objective of the sorceress caste, sorcerers have a long tradition of being ready to defend themselves and, if necessary, use Assamite Witchcraft with Assamite Trails and Equivalent Rituals

Awakening of Steel is a legacy of this preparation, a trail that some say started with the alchemists who studied at the Toledo and Damascus forges. This set of techniques focuses on the symbolism of the sword as the ultimate extension of the body of a trained warrior, based on the myths that the various warrior traditions linked to their swords and daggers.

Europeans and their blessed blades, the Indonesian kris practicing Pentjak-Silat and Indian Ghurkas and their Kukri knives, among others. The Awakening of Steel practitioner focuses on this symbolism as he uses the power of his blood to improve his weapon and skill.

### • Confer with the Blade

A warrior's blade is his main friend and his main weapon. This power ensures an attunement between the wielder and the weapon. While few Assamites claim to have actually spoken to the soul of a weapon, smiths and warriors ascribe spiritual qualities to blades forged over centuries. Practitioners of Auspex are familiar with how inanimate objects can preserve impressions of their own history. In the case of this effect, the sorcerer really understands the history and characteristics of the blade he is carrying.

Talking to the Blade allows the wielder of a weapon to know the events that have taken place around the weapon. Some practitioners of this power claim that it makes the weapon feel more "comfortable" in their hands, while others speak of the history an ancient blade carries. Actual impressions take only an instant to absorb, although many prefer to spend more time in contemplation, if time permits.

**System:** Use of this power requires an Intelligence + Empathy roll (difficulty 5). The number of successes determines the amount of information the sorcerer gains regarding the blade's history and current state, as well as all the information generated by a smaller number of successes.

Successes	Effect
1 Success	<b>Physical information only.</b> Accurate length and weight (kilograms or grams), chemical composition (assuming the character understands alchemy), number of damage dice, and damage type (lethal or aggravated).
2 Successes	<b>Historical summary.</b> When and where the blade was forged, the name and face of your blacksmith, brief glimpses of important events in your existence.
3 Successes	<b>Spell Understanding.</b> The level and relative power type of any supernatural enchantments or enhancements the blade has, as well as the name and face of the individual caster.
4 Successes	<b>Subliminal Synthesis.</b> Comprehensive knowledge of the history of the sword. Over the next seven nights, the character recognizes the taste of any blood that has already stained the blade as if he has tasted it himself.
5 Successes	<b>Full Communion.</b> Sword and wielder bond on a level deeper than the physical and longer lasting than the immediate. The Storyteller determines what information the sword holds for the character, but can include any event in the blade's history or any aspect of its current existence and condition..

### •• Mastery of Blade

The best scimitar ever created is of no use to its owner

if it is 5 meters away from him. Mastery of the Blade strengthens the spiritual bond between the sword and the swordsman in order to strengthen the wearer's physical control over his weapon. A blade that is under the influence of this art never leaves its master's hand, unless he wants to.

**System:** During the rest of the scene, the character has a number of automatic successes to resist all attempts to disarm him, equal to the number of successes obtained. He must not let the blade fall accidentally (meaning that a critical failure will result in self-harm instead of an empty hand). If the character is somehow disarmed, despite the Mastery of Blade, he can call the blade back into his hand by summoning it by invoking this power again, assuming he has the weapon in his field of view.

### ●●● Piercing the Steel Skin

At this level of understanding, the sorcerer can command his blade with such precision that he can attack an opponent's physical protection instead of his body. The sword transfers its fury to the intended target, crushing even the toughest chainmail or plate. Removing the victim's defenses, leaving him vulnerable vulnerable to the next attack.

**System:** while Piercing the Steel Skin is in effect, an attack against an unprotected target does half the damage (rounded down) However, for a number of turns equal to the number of successes obtained, each successful attack the character makes against an armored enemy inflicts damage to the target's armor and does not directly injure the body. Only metal armor can be damaged by this power.

When the character makes a successful attack against an armored target, the player does not test for damage. Instead, he rolls a number of dice equal to the sword's damage bonus (the number of dice he adds to his Strength) against a difficulty of 7. Each success reduces the armor's absorption bonus by one die. Armor that has its ability to absorb reduced to zero, is completely destroyed and unrecoverable. Additional successes in addition to those needed to destroy part of the armor have no effect.

This power works as in Potence 3 (Destroy), with the difference that the destroyed weapon can never be stowed in any way. This will need to be recreated, with another metal and other properties.

At the storyteller's discretion, Piercing Steel Skin can destroy other inanimate objects (walls, doors, shields, dramatically appropriate obstacles) without significant damage to the sword. For the purposes of this power

count, Fortitude counts as part of the target's Resistance, not as external armor.

### ●●●● Razor's Shield

Many swordsmen believe that the duel is the warrior's last test, because it puts all opponents on an equal footing: Death is only 1 meter away from steel, and only the skill of the combatants determines who will lose. However, observers who are more pragmatic than romantics, know that an enemy with a long-range weapon (be it bow, sling or crossbow) has the advantage of attacking from farther than arm's length. While Awakening of Steel cannot completely counter this advantage, this power allows the skilled sorcerer to have some defensive measure with the sword standing between his master and distant attacks.

**System:** For a number of turns equal to the number of successes obtained, the character can try to deflect projectiles. This requires an action for each projectile the player wants to block, and the character must be able to see the shot coming (Auspex or Celerity allows visual tracking of arrows). Each deflection attempt requires a Dexterity + Melee roll, with a difficulty determined by the speed of the projectile.

Thrown objects have a difficulty of six, crossbow arrows and arrows at difficulty of 8. Each success subtracts one success from the attacker's attack roll. If reduced to zero, then the projectile is not even hollow in Assamite. Even objects thrown by Celerity powers can be completely blocked using this power. Razor's Shield does not allow the character to dodge ranged attacks that do not incorporate solid projectiles, such as flame, lightning, or a sneeze of blood.

### ●●●●● Strike at the True Flesh

Although pacifists may find other uses for blades, a warrior knows that swords were created with a purpose: to carve the flesh of an enemy in bloody ruin. Strike at the True Flesh invokes the essence of the sorcerer's weapon, reducing it to personification of its own definition (or, as the more classical mind would say, invoking its Platonic form), simplifying its target to a similar basic level. The results of such an invocation are usually devastating, both on a philosophical and practical level as the weapon and the victim momentarily lose all supernatural attributes.

**System:** The effects of Strike at the True Flesh last for a number of turns equal to the number of successes obtained, and end with the character's first successful attack within this period of time. The sword inflicts only



the amount of lethal base damage that a weapon of its size and type would normally do, disregarding any improvements it may have received (although increases in bearer strength or speed, such as Potence and Celerity, still have their normal effects. , as do the extra hits in the attack roll). However, all of the target's supernatural defenses (including Fortitude) are equally negated. He absorbs the attack only with his base Stamina. If the negation of its powers and defenses renders the target unable to absorb lethal damage, it cannot absorb the attack. The armor can protect you against this attack, since it is a worldly form of defense.

The only limitation that Strike at the True Flesh has is: This level is not able to cancel Fortitude effects higher than Assamite's Sorcery level. If a character has Fortitude 6, then Strike at the True Flesh will cancel only until Fortitude 5.

## Path of the Guardian

Wizards certainly carry many objects, live in refuges filled with utensils and could never allow others to come close to them. Therefore, this sorcery was created with the aim of protecting what is rightfully theirs and preventing spectators from stealing or entering their havens for any selfish purposes.

The refuges of sorcerers using this Trail are completely protected and dangerous. One misstep could bring many problems to your existence.

### • Protect the Occult Tool

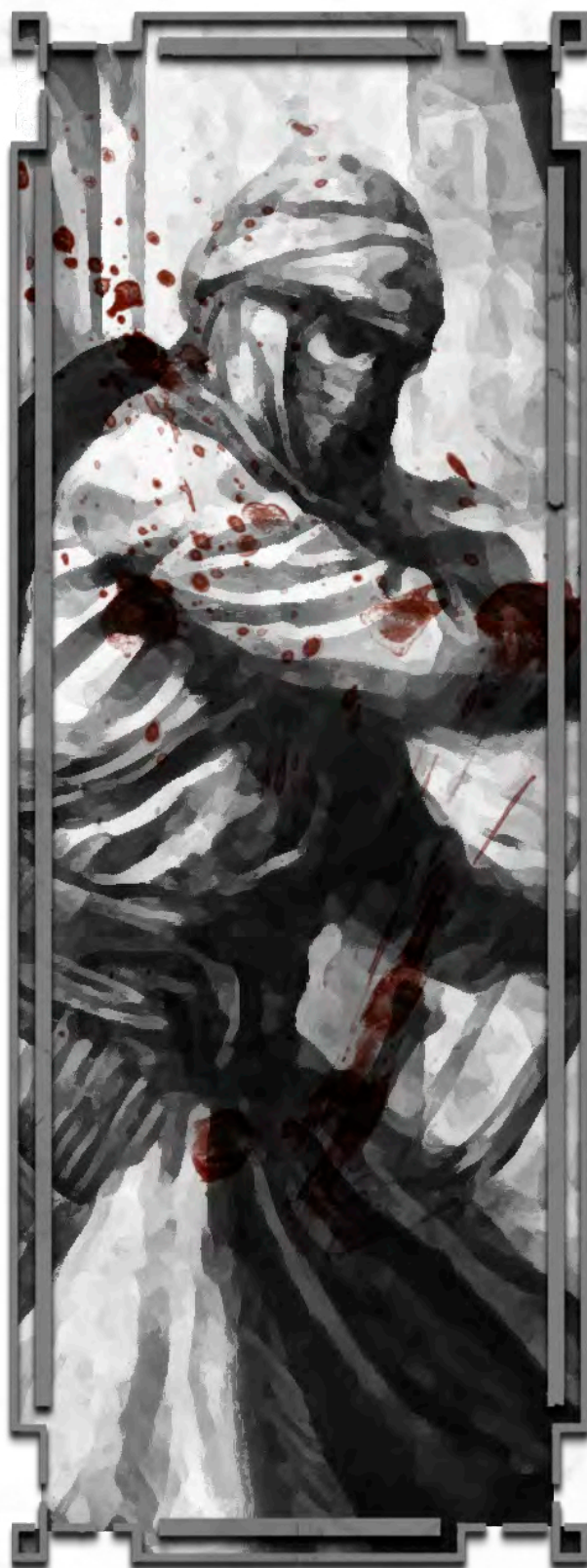
This power is the primary for sorcerers. It allows talismans, magic objects, scrolls and more to be protected from the hands of others. The object does not even need to be close to the sorcerer, being able to distance in meters equivalent to the amount of Willpower of that sorcerer, this power will still have effect.

System: No matter how simple it is, it is responsible for thieves not even being able to touch magic objects. The object need not necessarily have belonged to the sorcerer, it will only be necessary to touch it. The character will then perform a Willpower roll (difficulty 7). Each success keeps the power active for a day.

The protection is based on twice the character's Intelligence. If someone wants to pick up that object, they will need to have an equal or greater number of successes on a Dexterity check (difficulty 7).

### •• Protect the Tool from the Hidden

This power now extends to magic weapons, ordinary weapons, armor and even projectiles. This power can be a great defense against Potence 3 (Destroy), as it prevents



the target from touching your equipped objects.

**System:** Unlike amulets, armor and weapons are larger and more difficult to maintain active protection. The character must make a Willpower roll (difficulty 6). It only takes one success, and the power will be active for one night. In order for someone to touch your armor or weapon, you must use the same system to Protect the Tool from the Hidden. Attempts to destroy the object require twice as many successes as they would normally allow. That is, someone who wanted to destroy an armor with 3 protection, would need 6 successes until it reduced to zero. Even so, Awakening of Steel still manages to ignore the effects of this power on destruction.

### ••• Seal the Baal's Entrance

Assamite's protection now extends to passageways, doors and rooms. The Assamite will need to create an object of power and keep it in that room. The object can be anywhere in the room, all entrances and exits will be protected for a certain time.

The only flaw in this effect is that characters who are already in the sealed environment will not be affected by it. If an Assamite seals himself in a room and in the same environment an obfuscated Nosferatu is waiting, then Nosferatu will not be affected by the sealing, although he can still normally be wounded in any other way or even prevented from touching the sorcerer's objects.

**System:** The character will perform his Willpower roll (difficulty 8). Each success will guarantee a day of protection. To pass the sealed doors, characters must have twice as many successes on a Strength check. If the wards are passed through by invaders, the sorcerer is automatically alerted to the invasion, including when sleeping. This does not mean that you will be able to get up during the day, but that you will wake up and know that there is someone there.

### •••• Hurt the Intruders Skin

The sorcerer is now able to harm those who try to circumvent his protections. This wound serves for any protection placed, either on objects or in places.

**System:** In addition to all the guaranteed benefits, aggravated damage will still be inflicted on the target according to the number of successes that the sorcerer obtained in his first power activation tests. This damage can be absorbed by Fortitude.

### ••••• Seal Baal's Entrance

The character can expand his protections so that houses, dungeons, entire locations can be protected.

At this level of sorcery, the caster manages to correct the failure to Seal Baal's Entrance and choose those who will not be affected by giving them magical objects or painting them with their blood. Only a small mark is needed to avoid being hit by the wizard's powerful protection.

**System:** The character performs a Willpower roll (difficulty 8). It will only take one success. The vampire must leave his talisman right in the center of the place he wants to protect. All previous protections will be activated. Doors will not open, passages will be protected by force fields. Characters who attempt to pass must succeed in their checks or they will be injured with aggravated damage. Some say that Alamut presents superior versions of this same protection.

### Path of the Sorcerer's Hands

With this power, the sorcerer conjures a mysterious flame in his palm that illuminates, but does not offer heat and does not cause frenzy in other vampires. When he launches it at a target in sight, however, it burns like any ordinary fire and is beyond his control.

**System:** One success is enough to cast a flame for illumination and release it on any target within a radius of ten meters. Each additional hit gives the flame another ten meters of range, up to the thaumaturge's line of sight. To cast fire at a target in combat, roll Perception + Alertness to hit and apply damage according to the level of power. Consult the rules of Fogo and Rotschreck to know the consequences of using this power.

- |             |  |
|-------------|--|
| • Candle    | (difficulty 3 of absorption, an aggravated damage level / turn).           |
| •• Torch    | (difficulty 4 to absorb, aggravated damage level / health turn).           |
| ••• Bonfire | (difficulty 5 to absorb, two levels of aggravated damage / turn).          |
| •••• Blaze  | (difficulty 7 to absorb, two levels of damage aggravated / health turn).   |
| ••••• Hell  | (difficulty 9 to absorb, three health levels of aggravated damage / turn). |

### Path of Haqim's Vengeance



This Path, loosely based on powerful interpretations of the *Scriptum Sanguine*, is dedicated to bringing justice to the vampire race. When the Assamites used it, they reinterpreted it according to Haqim's teachings, bringing completely devastating punishments to the Cainites who defy their anger. This is an extremely efficient method for Assamites to apply their justice to the Cainites. Each power is supposed to have some precedent in the parables of the ancient book and focuses on Cain's teachings through the power of blood magic.

The power of this Path comes not only from the magic of the blood, but also from the enchanting verses in the *Librorum Sanguine*. Members of the Assamite clan transcribed these verses, adapting them to Haqim's words. For any of these powers to take effect, the sorcerer must pronounce the condemnatory sentence. For example, to invoke third-level power, the performer must clearly tell his target that he can only eat ashes. Obviously, the victim must be able to listen to the sorcerer for this power to have an effect, although writing his orders and showing them to the target does the same effect. The effects of this power only apply to the Cainites. They do not affect lupines or ghouls.

### • Zillah's Litany

Zillah, Caine's wife, drank from her husband and lord three times, not knowing what that meant, and stayed that way, attached to him. This power reveals the existence of blood and *Vinculi* ties to the sorcerer.

System: If the target has any blood ties or *Vinculum* with other vampires, this power will immediately reveal them to whoever is using it. Even if the performer does not know the vampire in question, this power will reveal his name and give a rudimentary psychic description of the individual in question..

### •• The Witch's Curse

This power inflicts the curse of old age, which linked Caine to her, while he fled his wife's contempt. The extremely ugly witch had to resort to fraud to get others to help or serve her. This power is capable of making the proudest Toreador cry out in terror.

System: This power reduces the target's appearance to zero. All Social checks done during the duration of this power usually fail, unless the character tries to intimidate or frighten someone. This power lasts one night.

### ••• Feast of Ashes

Used primarily against extravagant or rampant vampires, this power temporarily removes a vampire's

blood addiction. Although some vampires say that this power negates the Curse of Caine, he reduces the vampire to little more than a grave robber, who has to consume ashes, through which he obtains some sustenance.

System: The victim of this power can no longer consume blood, vomiting it as if it were deadly food or drink. Instead, the victim can only eat ashes and the Blood Points earned from it can only be used to get up at night. Blood points from ashes cannot be used to provide energy for Disciplines, increase Attributes or feed ghouls. However, blood points that already exist on the character's body when the power is invoked can be used normally. A point of blood coming from the ashes is almost half a liter, and any ash will do. Remains of bonfires or corpses of vampires destroyed by fire or sunlight. This power lasts for a week.

### •••• Uriel Punishment

This power invokes the darkness of the Angel of Death. Any light, with the exception of the faintest light, causes excruciating pain on the target and some forms of intense artificial light can even cause damage to the vampire. Uriel enforced God's curse on Cain, enveloping him in the darkness of his wings. Cainites affected by this power feel the same suffering as Cain during the week.

System: The presence of any light causes discomfort to the victim and bright lights of any kind torches, campfires, fire arrows and even candles. These cause an increased damage point for each turn that the character remains directly exposed to them. Most vampires who fall victim to this curse prefer to sleep while it lasts, hiding in the darkness of their havens, until they can walk among the living again. This power lasts for a week.

### ••••• Valediction

Assamites who use their sense of justice for their opponents use this power as a card up their sleeve. The latter is able to punish a vampire for disobeying one of Cain's most important commandments, the ban on diablerie. For diablerist vampires, this is one of their biggest nightmares. For they are obliged to reconcile their beliefs with those of Caine's traditions and this power generates a great sense of humility.

System: When this power is invoked, the target immediately returns to its original Generation. This change can lead to the loss of points in certain Characteristics, due to the maximum allowed by each Generation. This power works for a week, after which all reduced Characteristics due to the Generation factor return to normal. It takes three turns to claim the verses

that make the power work. This power can be one of the greatest punishments for a Diablerist. Assamites themselves fear those who know how to use it. They say it was created to punish the Baali who, in Frenzy, Diablerized their opponents.

## **Path of Djinn's Bless**

This power is literally a blessing in the hand of ritualists, as it allows them to create objects, invoking them from nothing. At high levels, this can be a splendid way to perform extremely difficult rituals or even to create new weapons, at the wizard's desire.

Objects invoked through this trail have two distinct characteristics. They are uniformly "generic" so that each object invoked, if invoked again, will look exactly like the first time. For example, a knife would be precisely the same knife if created again, the two would be indistinguishable. Even a specific knife (the one the character's lord used to threaten him) would look identical if cast twice. A mouse would have the same patterns in its hair and a jar would have the same texture on its surface. Furthermore, conjured objects are flawless: weapons have no notches or scrapes, and tools have no distinct marks.

The limit on the size of conjured objects appears to be that of the caster and nothing greater than the sorcerer can be created. The caster must also have a degree of familiarity with the object he wishes to summon. Based on paintings or imagination increases the difficulty of the test, while objects with which the character is intimately familiar (such as the knife described above) can even decrease the difficulty, depending on the storyteller.

When a player tests to cast something, the successes achieved in the move indicate the quality of the object invoked. A success means an imperfect and inferior creation, while five successes bring the wizard a near perfect replica.

### **• Simple Creation**

At this level of mastery, the caster can create simple and inanimate objects. The object cannot have moving parts or be made up of multiple materials. The sorcerer can, for example, conjure an iron staff, a lead pipe, a wooden stake or a piece of granite.

System: For each turn the caster wishes to maintain the object's existence, a new point of Willpower must be used or the object will disappear. Objects, however simple they may be, will have the desired effects. Soon, a stake will paralyze a vampire just as a key will open doors.

### **•• Permanency**

At this level, the caster no longer needs to use Willpower points to maintain an object's existence. The object is, as the name of this power suggests, permanent, although only small objects can be created.

System: The player must invest three blood points on the object to make it real. From this, the object will have twice the material validity of an object actually existing. The properties of metal and physical materials will be the same. Over time, instead of rusting or rotting, the object will gradually become reddish, the color of Cainite blood and will disappear into ashes, leaving no trace.

Objects like these are considered "vampiric objects", the durability of the object increases, although it cannot be eternal. Disciplines such as Spirit Touch or Absorb Aura can identify traits of the original creator, but if another wearer leaves his traits on the weapon, then the current wearer's traits will be revealed. Blood Sorcery that can identify information through blood cannot be used on permanent objects, precisely because they are already materialized and are no longer vitae.

### **••• Blackmith's Creation**

Now the character can also conjure complex objects of multiple, component and moving parts. The sorcerer can, for example, create crossbows with multiple gears, bows or a sword with different components.

System: Objects created through the Blacksmith's Magic are permanent and require five blood points to cast. Particularly complex items often require a Knowledge test (Crafts, Philosophy, Occultism, etc.) in addition to the basic test.

### **•••• Reverse Conjuring**

This power allows the caster to "remove" the existence of any object previously invoked by this line. This includes objects created by others.

System: A resistive test is required. The caster must accumulate as many successes as those obtained by the original wizard when creating the object in question. This can also be used by the characters to ban objects that he himself created with this line. The same can be done for parts of objects only, impairing function or breaking it for good.

### **••••• The Djinn's Will**

This power allows the sorcerer to actually conjure objects with magical effects.

System: The character must spend two points of Willpower and five points of blood. With this power,



he can forge a masterpiece, create weapons with the effects of his imbued Disciplines and try to replicate new effects.

This power cannot copy artifacts, which already exist and have unique effects, such as weapons created by werewolves, wizards and other creatures. The weapon must be originally created by the caster. He can put a unique Discipline effect he has or a magic effect from some sorcery. The weapon only guarantees lethal damage. All magical resources placed must be accessible to the caster so that they can be imbued. The storyteller must be the final arbiter as to what is valid to be incorporated into the object and what is not, including the number of Discipline effects.

If Power is incorporated into a hammer, then that effect incorporated into the weapon can be used when needed. There are several effects that can be combined. This power greatly facilitates the creation of magical objects, as it skips stages of enchantment lines, which cost hours and hours. This weapon is permanent, but to undo it, the caster must first have twice as many successes as the original creator. After all, Steel's Power and Awakening effects need twice as many successes to destroy it.

## Rituals

The rituals performed by Dur-An-Ki call for a mixture of the forces of blood, together with stones, incense and astrology. There are some exceptions that could shock even the most courageous of the Cainites, but rites like these do not deviate much from the standard performed by religious priests of the time, with the big difference that the Assamites really know what they are doing.

Although rituals can have extraordinary effects, they take time to do. Unless otherwise specified, consider that the time is five minutes for each level of ritual. Some rituals can take nights, others can take hours, and so on. Blood costs vary depending on the ritualist's goal and even Willpower points can be charged. When a character is performing a Dur-An-Ki ritual, he must roll Intelligence + Ritual (difficulty 3 + Ritual Level performed). Some rituals can charge a number of successes to be performed.

Players should be aware that rituals can also go very wrong and the consequences can be disastrous for the character. If a character is performing a spiritual rite, then he would enrage spirits. If it were a rite with animals, then the beasts would attack you. There are

several possibilities and the storyteller must have the final conclusion if a ritual goes wrong.

## Level One

### Wake with Evening's Freshness

If any potentially harmful circumstance occurs, the ritualist gets up immediately, at any time of the day, ready to face the problem. This ritual requires an hour of preparation during which the sorcerer scatters the ashes of a burned rooster on the area where he intends to rest immediately before sleeping during the day. Any interruption of the ceremony renders the ritual ineffective. If awake during the day, the ritualist can ignore the rule that limits his dice pools to his Philosophy value for the rest of the scene.

### Blood Mask

Blood mask is the reason that some Assamites manage to get away with it or not even be discovered for a period of time on their diableries, as this allows the black veins to be camouflaged.

The ritual is somewhat simple. First, the Diablerist must stay for seven days without eating until he cleans himself of the corrupted vitae he has ingested. After the seventh night, the Diablerist inscribes a mystical symbol on his body, of purification. Then, he collects the blood of an innocent mortal. This blood must be donated without force, violence or cohesion. This can be very difficult to accomplish, as the Diablerist will be running low on blood in his reserve so he can go into a frenzy.

When the Diablerist drinks the blood, the black lines will be obscured for a number of nights equivalent to the mortal's ingested blood points. If any point of blood is spent prematurely, such as to heal or increase Attributes, the duration of the effect will be reduced. If the Diablerist drinks from another source, the effect also diminishes. Auspex users can see the black veins although this will require a number of successes for blood points ingested by the ritualist.

If another Diablerie is committed after using the ritual, all benefits are lost and the black lines return to normal.

### Blood Contract

This ritual creates an unbreakable agreement between two or more parties that sign it. The contract must be

written in the blood of the sorcerer and signed with the blood of whoever applies his name to the document.

The signatories of the document permanently lose a number of points from the maximum of their blood reserve, which are returned to individuals in a singular way after fulfilling the specific conditions that correspond to them in the contract. If the document is destroyed before the terms are completed, signers will never be able to recover the blood points invested from their maximum reserve.

## **Defense of Sacred Haven**

This ritual prevents daylight from entering an area of 20 feet (6 meters) around the place where the ritual is performed. Mystical darkness covers the area, keeping the pernicious light at bay. Sunlight reflects from windows or just can't get through doors and other portals. The performer draws astrological symbols with his own blood on all the windows and doors that will be affected and the ritual remains for as long as the Tremere remains within the radius of 20 feet (6 meters). This ritual requires an hour to be performed, during which the thaumaturge recites incantations and inscribes hieroglyphs. A blood point is needed for this ritual to work.

## **Domain of Life**

For an entire night, the spellcaster can exhibit all the characteristics associated with being a living human being, including food, breathing, body temperature and skin tone. By launching this ritual, she can even work around a clan weakness or road restriction that normally prevents her from achieving these characteristics. This ritual does not restore life back to the caster, it only allows it to appear to be alive. Domain of Life requires fifteen minutes to run. For the rest of the night, the vampire must carry a vial of fresh human blood to maintain his disguise.

## **Illuminate Trail of Prey**

This ritual causes the target's path to light up with a glow that only the caster can see. For this ritual to take effect, the caster burns a small object, such as a piece of clothing or a card, that has been in the target's possession for at least 24 hours. The sorcerer must have a mental image or the name of his prey. After that, the individual's awakening shines with a brilliance depending on how much time has passed since he passed by, old tracks glow weakly, while new ones shine brightly.

This ritual only works if the target uses land travel (on foot, horse, carriage, etc.). The trail comes to an end if the target wades or dives into the water, or if it reaches the destination of its journey.

## **Communicate with Cainite**

When performing this ritual, a sorcerer can join minds with another Cainite, speaking telepathically to him at any distance. The sorcerer must meditate for ten minutes on a physical token that was once owned by the other Cainite to create the connection. Communication can be maintained for a scene or until either party ends the conversation.

## **Purity of Blood**

This ritual slowly purges the caster of all strange physical impurities. Dirt, alcohol, drugs, poison and disease, weapons impaling the vampire, body piercings lodged in the flesh and tattoo ink are all equally affected. The items thus eliminated fall to the ground under the launcher or sweat breaks out on your skin. Purity of flesh does not remove mystical mental enchantments or compulsions. This ritual requires an hour of quiet meditation to perform.

## **Protection Against the Wooden Doom**

This ritual protects the ritualist against stakes, whether he is awake or not. While the ritual is in effect, the first stake that would pass through the wizard's heart, disintegrates in the attacker's hand. A stake merely next to the character has no effect, for this ritual to work, the stake really needs to be used in an attempt to prick the vampire.

The sorcerer must remain surrounded by a wooden circle for an hour. Any wood works: furniture, sawdust, rough wood, 2'x 4's, really anything. However, the circle must remain intact. At the end of this hour, the vampire places a splinter of wood under his tongue. If the splinter is removed, the ritual is canceled. This ritual lasts until the next dawn or dusk.

## **Horoscope**

Using Babylonian astrology techniques, the ashipu can study the stars to gain insight into their enemies. To make a horoscope for a mortal, the ashipu must know his birth name, as well as the location and date of his birth. To launch a horoscope for a vampire, the ashipu



must know both and also the date of his Embrace. Armed with this knowledge, the ashipu can learn his enemy's most intimate secrets and direct him more effectively with his magic.

Successes allow the sorcerer to discover a secret about the target of the horoscope, chosen from the following: Nature, primary aptitudes (ie, Characteristics valued at 3 or more), Failures or major tragedies of his life (or non-life). Alternatively, the ashipu can use the horoscope in conjunction with an effigy to improve the effectiveness of sympathetic magic, with successes in the ritual test reducing the difficulty penalty applied to such tests. However, ashipu cannot use a horoscope to reduce the dice penalty by more than its Dur-An-Ki rating, nor can it use it to reduce the penalty to less than zero.

## **Encrypt / Decrypt Message**

This ritual must be launched separately for each page, leaf or surface that the launcher wishes to decrypt or encrypt. To encrypt a document, the launcher composes it with his blood and speaks the name of the person who wants to read it. Only the writer and the person to whom it is addressed can understand the text. The writing simply appears as meaningless to anyone who looks at the letter.

To decrypt a document not addressed to the launcher or to translate one written in an unknown language, the launcher drops a drop of his blood on the page he wants to understand. He then meditates for ten minutes. The player receives a number of extra dice in all tests to translate, decode or understand the work in question equal to the number of successes he obtained to perform the ritual. This does not actually change the page it affects; it just allows the launcher to read it. The difficulty in decrypting documents encoded by means of this ritual is  $6 +$  the number of successes obtained to perform the ritual (maximum difficulty 9).

## **Level Two**

### **Principle Focus of Vitae Infusion**

This ritual inserts a quantity of blood points into a gem on which the ritual is performed. The yolk becomes fragile with the effects of the ritual. After the ritual is conducted, the object takes on a reddish hue and becomes smooth to the touch. With a mental command, the sorcerer can free the object from its 'enchantment, causing a pool of blood to flow from the gem. This blood can serve any purpose the vampire desires. Many Assamites use these

enchanted objects to maintain an emergency supply of vitae. This ritual suffers from a limitation, as Assamite must use amber as the focus of the infusion.

A gem can only store one point of vitae. If a vampire wishes to infuse an ally, he can do so, but the stored blood has to be his own (and if the ally drinks the blood, he may be one step closer to a blood bond. ). The ally must be present in creating the focus. Main Focus of Vitae Infusion becomes a great alternative for exhausting trips or inevitable confrontations.

## **Preserve the Nature of the Dead**

This dreaded ritual is responsible for making many vampires frightened when they meet Assamites, as even the youngest can have it with them. Preserve the Nature of the Dead keeps members removed from the living dead even after being separated from their original bodies, preventing the target from regenerating by supernatural means. This simple ritual requires only Willpower and a blood point once you cut your target's limb. The blood must be passed at the cut site. After that, the vampire will not be able to regenerate the limb until he captures his part again and "sticks it" in place or the fetishist undoes the ritual.

## **Preserve Blood**

This ritual allows any vitae collected by the sorcerer to be preserved in a bottle regardless of the time that passes. The ritualist must take a clay container large enough to store the amount of vitae he wants. Then, he will bury this container, capped and empty for two nights. During the two nights, still on top of the earth, he will create a liquid mixture of vitae, clay and water. This mixture should have a thick appearance.

During the first night, the wizard will use a mold to create the lid, heating it over the fire. He should still keep some of the clay he mixed before. When removed, the mold will have a reddish color, mixed with brown. Another color means that the rite went wrong for some reason. On the second night he will remove the container and fill it with the desired vitae. He will cover the container and pass the clay with his vitae, burying it again and waiting for another night. The ritual is then ready. The sorcerer will be able to remove the container at any time and open it. When opened, the effect ends, but as long as the container is covered, the blood maintains its characteristics exactly as it was placed there..

## **Earth's Touch**

This ritual allows the sorcerer to contact another ally for the purpose of assisting him in future enchantments. Before the ritual, the sorcerer uses a blade to write on a damp clay pad. He must write in ancient Mesopotamian, using the name and generation of the Cainite who wants to contact him. When you do, the stone will harden and the Assamite will need to place it in boiling vitae to weaken it and then move the block to the floor, so that it stands up.

When the ritual begins, the sorcerer will use chalk or paint to mark the floor with the image of an eye, pupils and iris. The eye must be large enough for a dog or cat to fit in. The Assamite will then feed the animal of his choice with vitae and sacrifice it, allowing the animal blood to spread throughout the entire eye. As soon as the ritualist speaks through the animal's ear, the chosen target, whose name was written on the stone, will hear his voice. If the sorcerer wishes, he can pass small objects to his target and even use sorcery for him, helping him in times of need.

## Protection Circle

This ritual creates a circle centered on the ritualist within which a creature cannot pass without being burned. The circle can be as wide and permanent as the thaumaturge desires, as long as he is willing to pay the

price. Many Cainite refuges are protected by this and other Circle of Protection rituals.

Each creature that the ritualist wishes to protect himself, will require an additional resource to perform the ritual. If the Cainite wishes to protect himself against ghouls, then the ritual will require three blood points from a mortal. If the desire is to protect himself against spirits, then he will need a set of bones and a handful of pure sea salt. Lupine protection requires a handful of powdered silver and a handful of werewolf feces, instead of a blood spot. Finally, if the character wishes to protect himself from Cainites, then this only requires a blood point from another Cainite other than the ritualist.

The ritualist must determine the size of the protection circle when performing the ritual; the default radius is 10-feet / 3-meters, with each additional 10-feet / 3-meters increasing the difficulty of the test by 1, up to a maximum of 9 (for each addition beyond what is necessary increases the difficulty to 9, increases the number of successes required by 1). The player spends one blood point for each 10-foot / 3-meter radius and takes the test. If the circle is temporary (for the rest of the night), the ritual ends in normal time, otherwise, if the ritualist wants the circle to be permanent (one year and one day), the ritual lasts for the entire night.

Once the circle of protection is established, any ghoul who tries to cross its borders feels a tingle on his skin





and a light breeze on his face a successful Intelligence + Ritual test (difficulty 8) identifies these symptoms as a circle of protection. If the ghoul persists, he needs to get more successes on a Willpower roll (difficulty equal to the sorcerer's + 3 Dur-An-Ki level) than the ritualist got on the ritual run test. A failure means that the circle blocks its passage and inflicts three contusion damage dice on it; and your next roll to enter the circle takes a +1 penalty on the difficulty. If the target leaves the circle and tries to enter again, a new check is required. Attempts to leave the circle are not blocked.

### **Walk Through Blood**

The Assamite can track the Cainite lineage in question and the Blood Oaths currently active. This ritual requires a target's blood point and three hours to be cast, with each success reducing the casting time by 15 minutes. The caster learns the target's generation and clan or bloodline, and each success allows the caster to "see back" a generation, giving the caster a mental image of the target's ancestors' faces. With three successes, the caster discovers the identities of all parties with which the target shares a blood bond, whether as reigning or as a slave.

### **Traveller's Resistance**

This was a ritual created by Assamites during periods of long trips without the possibility of eating or similar situations. The ritual is based on the Cainite using all the blood he can until he is very hungry, but controlling his beast. Then, in meditation, he must hold his desire for food for seven hours, wrapped in a circle of blood. The vitae must be a mixture of itself and the human vitae. Then, when this time passes, he will be able to feed himself. Thereafter, the Cainite starts to spend only one point a week until the consumed blood runs out. This ritual can take days or weeks, depending on the sorcerer's blood expenditure and is certainly useful during long journeys.

### **Healing of the Homeland**

The sorcerer can make a healing paste by mixing a handful of dirt from the city or town of his Embrace with two sips of his immortal blood. A handful can be used overnight and heals an aggravated wound.

### **Witness of Whispers**

This ritual creates a scrying device that can be used to observe enemies and events from a position of relative

safety or to hear sounds from a great distance. The ritual requires a seven-centimeter pin, a piece of thread, a crow's claw, three points of the launcher's vitae, a container and a healthy human ear or eye (one or the other, but not both). The sorcerer sews the eye or ear on the claw and then seals the device in a container with his vitae. After a week, the device is animated and can now be placed anywhere the launcher wishes to inspect from a distance. The claw allows the Whisper Witness to have limited mobility and the ability to attach to any surface. To see or hear through the device, the user concentrates for five minutes and spends a blood point. Once the connection has been established, the ritualist can mentally move the device around one foot at will.

For as long as the sorcerer wants, the device takes on its visual or auditory perceptions (depending on whether she used an eye or ear to create the device). Instead of what is in front of it, it sees or hears what the device sees or hears, but uses its own Perception. Objects made with a Whisper Witness have a vitality level and a point in each Physical Attribute. The caster can deactivate the Whisper Witness at will and can reactivate it at any time by following the steps above. It remains potent until destroyed.

## **Level Three Mystical Sense**

This ritual allows the sorcerer to know what type of magic or Discipline was used in a location. The character must carry a burning incense. The incense will alert the wizard about what was used there. This ritual lasts half an hour and allows the sorcerer to feel magical effects. The effects detect blood sorcery, vampiric spells or other types. Each success the character has on an Intelligence + Ritualistic roll (difficulty 8) allows the character to get an answer as to what powers were used on the place.

### **Samira's Kihanah**

Samira's Kihanah lets the launcher know what's really unknown. To use this ritual, she takes a small hand-made metal object, no bigger than her forearm, and anoints it with three blood points for six hours under the blood moon. The object absorbs blood and has a reddish hue. Once the ritual is launched, he summons a djinn. The launcher, or even anyone else who holds the object, can ask a question lost in time. That is, a question to which no living person (or Cainite) knows the answer. Otherwise, the question remains unanswered. The djinn spreads his awareness throughout space and time and

returns instantly with the answer. However, the djinn will always try to formulate the answer in such a way that the curious questioner encounters huge problems, despite its truth. With each question answered, the red fades slightly, until the third question, at which point the djinn flees from the world of flesh. The object remains enchanted until it is completely depleted.

## Mirror of True Form

The sorcerer bathes an ordinary mirror (no less than four inches / six inches wide and no more than 18 inches / 50 cm long) in a small amount of his blood while reciting a ritual spell that takes an hour to complete. After that, the mirror reflects images of the true forms of other supernatural creatures, werewolves appear in their hybrid forms of werewolf, magicians shine in a sparkling nimbus, ghosts become visible, objects in the guise of Obfuscate can be seen, illusions they do not reflect, and those who have the True Faith are clouds enveloped in golden light. The mirror retains its powers for a number of nights equal to the successes obtained in the initial launch test.

## Level Four Walk Through Fire

This ritual imbues the caster or a subject of his choice with unnatural resistance to the curse of all vampires, fire. To perform the ritual, the caster must cut off the tip of one of his fingers or the target's finger and burn it in a circle of blood that takes ten minutes to consecrate. To yield to the wound, the target must test their Willpower (difficulty 6), and removing the finger does no damage. This ritual lasts one night and grants the caster or target immunity to Rötschreck caused by flames and five extra dice to absorb the fire (on top of any Fortitude the target has).

## Animated Weapon

This ritual allows the caster to animate a weapon for future use. The sorcerer collects the skin of a scavenger animal that feeds on the dead. The ritualist then ties the skin around the gun to a wax-sealed night shadow cord, requiring 12 hours to launch, minus one hour for success. When the mooring is pulled, the weapon comes to life, animating and attacking whoever the commander verbally commands during the same shift. An animated weapon has the following qualities:

- The weapon has a useful life of five combat turns for success achieved in its creation.
- The weapon's attack dice pool is the same as the caster's Wits + Occult, and its damage dice pool is the same as the caster's Thaumaturgy rating. The weapon always points to the heart (difficulty 9). If the weapon is wooden, use the stakeout rules to judge your success. Three successes on a Dexterity check (difficulty 8) are required to remove animated wood chips from the victim's heart without leaving any fragments behind.
- The weapon's maximum movement rate is 30 yards / meters per turn, and it can only take actions to attack or move towards its target. The weapon cannot dodge or split its dice pool to perform multiple attacks.
- The weapon has three levels of vitality and the difficulty of attacks directed against it is increased by three due to its spastic movement patterns.

## Drainage Through Vinculum

This ritual allows the vampire to use the blood gifts of those who have Blood Vinculum with him. It is only necessary to carry a vial with the blood of the person who is connected to the kainite. This ritual lasts for seven days, after which it must be renewed.

While the sorcerer is using the target's Disciplines, the ghoul cannot activate them. Spent blood points cost directly to the Cainite vitae. This ritual can also be used on vampires who have Blood Bonds with the ritualist. It is not possible to perform this ritual with creatures that do not have Disciplines. Wizards, lupines and others are "immune" to this power.

## Watch with Heavenly Eyes

Meditating on the universe, the sorcerer can look down at his enemy with the eyes of the sky. The sorcerer must go into an ecstatic trance. So, he must focus on an individual studying an effigy of it. The effigy must incorporate at least one recent photograph of the target, if not something with a stronger connection. This ritual cannot be achieved with the target's name alone. Each success allows the player to ask a question about the target's current location and activities.

## Return of the Heart



The Cainites targeted by this ritual have the part of their soul that was slowly dying back to them. Summoning this power requires an amount of blood from the target and takes five minutes to cast. If successful, the target becomes temporarily governed by the Sin Hierarchy for the Philosophy of Humanity as if it had a Road rating of 9, forcing the Cainite to perform Derangement tests and be overwhelmed with guilt for the smallest acts. In fact, this does not give the target a Philosophy of Humanity rating of 9, the guinea pig still has the road rating it would normally have, but is no longer used to the cruelties of the world. This power lasts an hour for success in the ritual test.

## Level Five Domain

This effective ritual prevents the use of powers that could harm the sorcerer within a location. Many sorcerers remain in their havens for long periods of time with this ritual.

The sorcerer must choose an area less than 100m / yards. For three hours he will use incense to protect and purify the energies. The effect will be active for a week, although *Auspex*, *Animalism*, *Dominate* and *Presence* used against the sorcerer has no effect, only outside the given limits. At home one of the entrances, the sorcerer must leave an iron seal with the ashes of the incense glued to them. If they are withdrawn, the ritual falls apart.

## Enchant Talisman

This ritual allows the sorcerer to enchant a personal magic item to act as an amplifier of his will and magical power. The physical appearance of a talisman varies, but it must be a rigid object. A caster can have only one talisman at a time and cannot transfer ownership of a talisman to someone else. This ritual requires six hours a night for a full moon cycle, starting and ending at the new moon.

The player spends one blood point per night and once a week makes an extended *Intelligence* + *Ritual* roll (difficulty 8), spending one point of *Willpower* per roll for automatic success; if a night's work is lost or if the four extended tests do not accumulate at least 20 net successes, the talisman is ruined. A complete talisman gives the caster several advantages:

- When the character is holding his talisman, the difficulty of all magical effects aimed at him increases

by one. This does not affect the useful effects or rituals that the caster uses on himself.

- The player receives two extra dice when rolling to use the character's primary *Dur-An-Ki* path and an extra dice when rolling for the character's ritual throws.
- If the talisman is used as a weapon, it gives the player one additional die for attack rolls and two additional dice for damage rolls.
- If the caster is separated from his talisman, a successful *Perception* + *Occultism* roll (difficulty 7) indicates his location.
- The talisman allows her to forgo any conjuring moment for rituals she knows at level four or less.
- If a talisman is in the possession of another individual, he will give that individual three additional dice to roll when using any form of magical effect against the talisman's owner..

## Eliminate Blood Vinculum

This ritual completely eliminates a target's *Blood Vinculum*. The caster must have unrestricted access to the subject, as well as a blood sample from the ruler (if the pitcher is the subject or ruler, no additional blood is required). The ritual requires an entire night and, during the course of the ritual, the conductor's blood within the subject evaporates in a scorching and hissing vapor that inflicts five levels of aggravated non-absorbable damage throughout the night. If the ritual is successful, the target loses a permanent *Willpower* point, but the *Blood Bond* immediately atrophies. However, this does not offer protection against the formation of another *Blood Oath*.

## Blood Magic

Used in great weight by *Strixes*, shamans and Cainites who use the energies of nature, blood and mind to generate power, *Blood Magic* does not necessarily have a pattern to be followed.

When vampires are using *Blood Magic*, they do not have a teaching pattern like the talismans of *Dur-An-Ki* or the blessings of *Mithraic Sorcery*. In reality, they use components according to the effects they want to produce. That is, if a Cainite wants to use some power

that guarantees vitality, then he will have to sacrifice a life. If he wants to predict the future and enter dreams, then he will need to prepare herbs that correlate with this.

There is no recipe to be followed, but whenever a character wishes to use his knowledge to know which natural resources he will use, he can use Intelligence + Survival, Heart Wisdom, Occultism or Ritualistic. It is up to the storyteller to see what best fits the situation. Dances, chants, runes and stars can also be ways to evoke the forces of these spells.

## Healing Magic

Although Strixes are known to do bad things, this is nothing more than liar lies. They use a lot of nature's energies to help people, to find an answer in the midst of despair and to bring kindness. Healing Magic is one of the ways that the Strixes used in the past to bring healing to humans in the villages they inhabited. This spell is quite simple and many might say that the way it is performed resembles the Valeren Discipline. It is enough for the Strix to raise its hands to the injured or touching area, and a greenish energy will come out of the palm of your hand, healing the targets or yourself.

If Strix needs to heal, there is no need to raise your palms. Just concentrate for an amount of turns equivalent to the damage taken.

### • Basic Healing

The sick can be grateful. With this sorcery, the caster is able to heal injuries, illnesses at an early stage and alleviate the sick.

System: There is no cost for this power. When activating it, the character must make an Intelligence + Medicine check (difficulty 5). Only one success is needed for the cure to work. The target regains a level of lethal vitality. Only animals, humans and ghouls are affected by this power.

### •• Common Cure

Bruises, cuts, slightly advanced diseases and great pain are alleviated. The extent of your power can now shift to supernatural powers.

System: As long as you are healing ordinary humans, there is no cost. The character is now able to heal supernatural creatures like fairies and wizards, although the difficulty of the roll increases by one. The cost is one

blood point only. The caster of this power is capable of healing two levels of Lethal and one Aggravated damage.

### ••• Strong Cure

The sorceress can now easily get sick, although not supernatural, broken bones, deep wounds and advanced illnesses.

System: When performing a cure like this, Strix must spend a blood point and a Willpower point, even if its healing extends to humans. The sorceress can now extend her healing to Werewolves, but this will increase the difficulty of the initial roll by +2 points. Strix can heal three levels of Lethal and one Aggravated damage.

### •••• Explendit Cure

Even supernatural diseases do not escape cure. Pains are soothed, broken bones are reconstructed and deep colors completely closed. The sorceress can even undo the effects of other Disciplines like Vicissitude or Necromancy without much difficulty. His healing extends to the living dead, like vampires and even spirits.

System: Concentration is the means for healing. Strix must spend two blood points and two Willpower points. Its healing ability extends to vampires and spirits. Its healing potential reaches four levels of lethal vitality and two aggravated. Strix can also concentrate to cure supernatural illnesses. She must roll Intelligence + Medicine (difficulty 8) to heal wounds caused by supernatural diseases. It will take more success than the vampire or creature that has pledged its plague, but testing can be done again until it reaches the required number of successes.

### ••••• Divine Cure

There is nothing that cannot be healed by the witch. Fairies, werewolves, wizards, vampires and even spirits can be cured. Bulky limbs are rebuilt, diseases that would cause total loss are completely cured and supernatural effects completely undone. This cure can even be considered a "miracle" among the most fervent. Strix must be careful when using it, as people of bad faith can accuse it of witchcraft.

System: Using a cure like this usually happens only in times of need precisely because it is very expensive. By spending five blood points and three Willpower points, Strix is then able to heal five levels of Lethal damage and three levels of Aggravated damage. Although this is a



powerful cure, it has a very high cost and the difficulty of the test increases by four points.

## Magic of Spirits

Usually, contact with spirits is a necromantic attitude. In this case, no. The contact with the spirits is used from incense, stones or natural herbs that allow the character to open his psyche to see the other side.

Another factor that proves this is that Magic of Spirits is the ability to force spirits into actions and situations that would normally be contrary to their nature. These spirits are not the Apparitions controlled by Necromancy, but a manifestation of the great powers of the universe that the limited humanoid brain perceives as spirits. Some believe that spirits are tulips, constructions of human will created by faith to explain how the universe manages to function. The Magic of Spirits forces these spirits into a grotesque mockery of their normal behavior to achieve magical results in the material world.

Note that although it is not as commonly used as by the Strixes, Assamites practicing Dur-An-Ki also communicate with spirits and may have this Blood Magic. Among them it is known as “The Laws of Suleiman”.

### • The Other World

This power allows Strix to perceive the spiritual world, either by looking deeply into it or seeing the presence of nearby spirits as a nebulous layer in the material world.

System: The Other Side allows the sorcerer to perceive the spiritual realm interspersed over the material world for an hour. Each additional success on the activation check increases the duration of this power for another thirty minutes.

### •• Astral Song

The languages of the spirit world are infinitely varied and mostly incomprehensible to mortal (and immortal) minds. Astral Song does not teach Strix the languages of spirits, but allows her to understand them as they speak to him and respond in their own languages. The use of this power is not always necessary. Many spirits speak human languages, but choose to pretend ignorance when dealing with vampires.

Spirits are not affected by Dominate, but they can be manipulated by Presence. Some sorcerers theorize that this is because spirits are not really sentient as a vampire would understand the concept, but are manifestations based on the perception of those who are self-conscious.

## Adapting Spirits

Spirits are constructs born from the spiritual realms and are known by the Strixes as entities of nature. These spiritual entities are not sentient as traditionally understood by those who live in the physical world, but are reflections of the spiritual world and perceived aspects of the universe interpreted in a way that limited mortal perception can understand them. As such, spirits come in a wide range of different types and powers. The following rules are a limited guide to creating vampire spirits.

First, define the concept of spirit. Traditionally, it is limited by a single category that you can describe with a sentence. Some examples may include: spirit of nature (land, sea, wood or desert), conceptual spirit (mathematics, war or mechanics) or an inanimate object (a sword, knife or jewel).

Then determine the spirit's potency by setting its rating (from 1 to 5). The spirit's ranking determines its Willpower value: If the spirit should be involved in any test, its dice pool is twice as long.

For each spirit classification level, assign a Discipline power based on the concept. For example, a level 3 Nature Spirit can have three Blood Magic points: Nature Magic. Willpower feeds any special discipline skills that a spirit may have. Finally, assign an Ability by spirit category. A War Spirit can have Fight, Melee, Firearms, Survival or any other skill related to war or fighting. Each Ability adds two dice to its Willpower x 2 base dice pool.

System: Activation requires the character to perform a song or use incense in an area, focusing their energies on understanding spiritual languages. After fifteen minutes, the power allows Strix to speak to any visible spirit through the first level of this spell for fifteen minutes. Each additional level of success on the activation test increases the duration of this power for another fifteen minutes.

### ••• The Voice of Command

This is perhaps the most dangerous power in the Magic of Spirits arsenal, as the consequences of failure can be particularly unpleasant. The Voice of Command allows sorcerers to give orders to a spirit, forcing it to obey its orders, whether it wishes to or not.

Spirits compelled by this power are fully aware that they are being forced into these actions and may well seek revenge against their former masters later on. Sorcerers who issue orders above and beyond what their spiritual servants are compelled to perform can be ignored or ridiculed. A cheating spirit can agree to a situation to follow orders just to betray his master, leaving the sorcerer in a potentially fatal embarrassment.

**System:** Strix makes the normal Willpower roll against the spirit. The target spirit resists with Willpower (difficulty equals to Manipulation + Occultism of the witch). The degree of success the thaumaturge achieves determines the complexity and severity of the command he can give.

Success	Effect
Critical Failure	The spirit is immune to Strix's commands and can rebel against the witch during that night or future nights. The possible reactions of that spirit are left to the Storyteller.
Failure	The spirit is resistant to Strix commands, he can easily ignore them with reduced difficulty by 1.
1 Success	The spirit obeys a simple command.
2 Successes	The spirit obeys relatively complex commands. Even if grudgingly.
3 Successes	The spirit accepts to do moderate tasks, without violating its ethics.
4 Successes	The spirit does the most complex tasks, as long as it does not present a danger to its existence
5 Successes	The spirit does everything that

Strix desires, even if it presents danger or violates its ethics.

## •••• Imprison

This power allows a sorceress to link a spirit to a physical object. This can be done to trap the target, but it is most often performed to create a fetish: An artifact that provides mystical, spirit-driven benefits.

Fetishes created by this power are generally unreliable and fail at inopportune moments, as internal spirits are understandably unhappy with their situation and will take any opportunity to escape or frustrate their captors. Lupines find it offensive that vampires have a fetish, and they often go into a frenzy just to see a vampire wielding one.

**System:** The thaumaturge must first locate a container symbolically aligned with the target spirit that will eventually become the fetish. Then, he must command the target spirit to enter the ship through an opposite Willpower roll. The target spirit resists with Willpower (difficulty equal to Sorcerer's Manipulation + Occultism). If Strix is successful, he can create a fetish with a level of power based on the number of successes achieved on the spirit, up to a level five fetish. For example, if Strix wins the opposite Willpower roll against the spirit for three successes, it creates a level three fetish.

Creating and maintaining a fetish is difficult; because of this, the number of fetishes a thaumaturge can create is limited by his Willpower. If the thaumaturge distributes the fetish, it still counts against the total available places. She can only create an additional fetish when one of her previous fetishes is destroyed. A fetish grants a number of bonus dice for a specific skill comparable to the level of the fetish. For example, a spirit of healing trapped inside a scalpel would grant extra dice (the fetish level) for any medical test. The storyteller always has final authority over what kind of fetish can be made. A fetish is activated by rolling the user's Willpower (difficulty equal to the fetish's power level + 3). A critical failure in this test destroys the physical component of the fetish and releases the spirit that was trapped in it.

## ••••• Duality

Strix can now fully interact with the spirit world, a strange place that only sometimes resembles the real world. While using this power, it exists on both planes of existence at the same time. She is able to take objects in the physical world and place them in the spiritual world and vice versa. The beings and features of the landscape



in both kingdoms are solid to her, and she can engage in any form of interaction.

Strix can even use Blood Magic and other Disciplines in any of the worlds. This has its dangers. With a single misstep, the vampire may find himself trapped in the spiritual realm with no way to return home. Several unsuspecting sorcerers starved to death while trapped on the other side of the barrier separating the physical and spiritual realms. Always remember that getting involved with spirits is always dangerous and irritating them can cause huge problems.

**System:** Strix can interact with the spirit world for fifteen minutes. Each additional level of success on the activation roll increases the duration of this power for another fifteen minutes. Duality can only be represented while the character begins the process in the physical world. While in this state, the sorceress is susceptible to attacks from both realms and suffers +1 difficulty on all Perception checks.

The character is still considered in the physical world for basic physics (and common sense) purposes. Spirits who were previously irritated will seek physical revenge on witches who have abused their power. A critical failure in the test to activate this power tears the vampire out of the physical world and imprisons him in the spiritual realm. The way back to the physical realm, if any, is left to the Storyteller and may trigger an entirely new story.

## **Magic of Curses**

This is one of the biggest stereotypes when it comes to the magical potential of Strixes, as this is the ability to curse someone. Even though Strixes are so fair in using their powers, it would still be necessary to know how to channel energies to their defenses, even the evil ones.

When cursing, Strix needs to speak its curse aloud, as if condemning the victim. Scholar sorcerers say that such curses require some object from the person being cursed, but the Strixes have learned to channel their energies so that they do not need to carry objects belonging to the target. This is a unique feature of them.

### **• Witch's Curse**

This is one of the most basic powers of the Magic of the Curses. This curse manifests itself around the target, as it hinders social relationships, completely frustrating the target's beneficial attempts to socialize.

**System:** Strix carries its words of bad luck, biting its plagues against the target. Spending one Willpower

point, the power activates. When the target hears the Strix's words, he automatically feels the energy fluing into his mind.

For the rest of the day, every attempt to interact with any other person socially requires a Rotshreck test (difficulty 10 - his Courage rating). Differently from any other Virtue test, the cursed can spend one Willpower and ignore those penalties for one scene. This power makes vampires afraid of interacting with people, pretending to run away from it when they can. It's similar to Presence, with an opposite effect.

### **•• Sicken**

Just as Strixes can heal, they are also able to get sick. This curse brings discomfort and a mild illness. While not as powerful as leprosy or other diseases, it can bring down even the most fearless opponents. Cainites feel pain and suffering as if they were sick. Elder vampires suffer much more from such effects.

**System:** If this power is invoked, the accursed suffers for a number of nights equal to Strix's Intelligence + Ritualistics rating. The number of successes determines the intensity of the disease. Each success increases the difficulty check in Strength, Dexterity or Stamina by one (to a maximum of 9).

### **••• The Worst Enemy**

Perhaps this is among the most feared curses in society, turning the target into a complete wretch. This power goes beyond social curses, as it makes people see their most feared enemies on the target of the curse.

**System:** Similar to the Mask of a Thousand Faces, as this power influences people's perceptions, leading viewers to think that it is a rival. This does not necessarily result in an attack, but in most cases it will cause antagonism in the most inappropriate ways possible. Most people will look at you with disdain, won't help you, may insult you or even sneak with the vampire. Some can even exchange punches. Unlike Obfuscate, Auspex cannot see by this power, as this is an involuntary disguise.

For the activation, the Strix must spend two points of Willpower and one bloodpoints. With this curse, any possible social interaction test fails automatically and people tend to hate you without any reason. Any attempt at social interaction must charge at least an amount of success equivalent to Strix's Blood Magic level. The duration of this power, however, is for only one night.

### **•••• Abnormity**

This powerful effect invoked by Strix causes the person's

body to be distorted, like a poorly made parody of the person himself. During the transformation, the victim feels the transformation of his bones breaking, his skin stretching and his muscles flexing. The victim is physically and mentally impaired, almost to the point of looking like a Nosferatu.

System: Spending three bloodpoints, this power can be activated. The Strix invokes a curse to her enemy. During three turns, a massive physical change occurs. The character suffers three dice penalties on all physical attributes. His Appearance drops to zero for the duration of the power. The Storyteller can add Flaws to the narrative issue. However, this power can only be used in one victim per night, and the number of successes determines the amount of time the victim will stay in this way.

Successes	Effect
1 Success	One Night
2 Successes	One Week
3 Successes	One Month
4 Successes	One Year
5 Successes	One Decade

## ••••• Disgrace

Now Strix can increase its curse to the point of affecting esteem, confidence and willingness for any task. Using a combination of powers together with this can be almost fatal to a victim. Victims of this power are completely prohibited from prospering in any way possible. They need to withdraw from their normal tasks, as nothing goes right. Relationships fall apart, weapons break, people lose their jobs and many other effects.

System: After cursing her victim, the Strix spend three bloodpoints. The victim can try to resist the effects of this power by rolling Willpower (difficulty 8). The effects of this curse are so powerful that if there is a Critical Failure, the effects become permanent.

While under the effect of this curse, characters have automatic failure. Any task counts as if the character had -1 success. Even if the character achieves many successes, everything the character does will be at most mediocre, as he is forbidden of being good of anything. He cannot have more than 1 success. Additional successes can be guaranteed by spending Willpower.

The number of successes determines the length of time this power will be in effect, with the exception

of the critical flaws the target has, which can make it permanent.

Successes	Effect
1 Success	One night
2 Successes	One week
3 Successes	One month
4 Successes	Half year
5 Successes	One year

## Magic of Nature

Strixes are also known to be closely linked to nature control. Nature Magic deals with the manipulation of all types of plants. Anything more complex than algal blooms can theoretically be controlled through the proper application of this line. Ferns, roses, dandelions and even ancient redwoods are equally valid targets for the powers of this line, and living and dead plants are equally affected. Although not as obviously impressive as some other lines practiced more widely, Nature's Magic (sometimes referred to with contempt as "Botanical Domain") is as subtle and powerful as the natural world it affects.

## • Herbal Wisdom

Strix can, with just a touch, enter into communion with the spirit of a plant. The conversations held in this way are often obscure, but rewarding, the wisdom and knowledge of the spirits of the trees surpass that of the oracles of legend. Weed, on the other hand, rarely has anything interesting to share but can describe the face of the last person who passed over it.

System: The number of successes obtained determines the amount of information that can be acquired from the contact. Depending on the precise information the vampire seeks, the storyteller may require the player to roll Intelligence + Occultism in order to interpret the results of the communication.

Successes	Effect
1 Success	Obscure messages
2 Successes	One or two clear images
3 Successes	A concise response to a simple question



4 Successes      A detailed response to one or more complex questions

5 Successes      Everything the spirit of plant knows about a specific subject

## •• Accelerate the Seasons

This power allows the sorcerer to speed up the growth rate of a plant, making roses bloom in a matter of minutes and new trees growing over the course of an evening. The vampire can also accelerate the death and decomposition of the plant, withering lawns and disintegrating wood logs with a simple touch.

System: The character must touch the target plant. The player takes the normal tests and the amount of success determines the amount of growth or deterioration. A success provides a brief sudden growth or simulates the effects of a severe climate, while three successes cause it to grow or deteriorate. Five successes, a fully developed plant blooms from a seed or disintegrates into pieces in a few minutes, and a tree sprouts fruit or starts to rot almost immediately. If this power is used in combat, three successes are required to make a wooden weapon unusable. Two successes are enough to weaken it, while five successes cause it to disintegrate in its owner's hand.

## ••• Dance of the Vineyards

Strix can animate a mass of vegetables that matches its mass, using it as an aid or for combat purposes just as easily. Leaves can walk on the table, ivy can work with clerks and creeping plants can strangle opponents. Invaders must watch out for refuges of witches who are among plant piles.

System: Any extension of vegetables with mass less than or equal to that of the character can be animated through this power. The plants remain active for one turn for each success obtained in the test and are under the total control of the character. If used in combat, plants have Strength and Dexterity levels equal to half the character's Willpower value (rounded down) and a Fighting level equal to that of the character minus one.

The Dance of the Vineyards does not manage to cause plants to uproot and walk around. Even more vigorous vegetation is unable to detach itself from the soil and walk under the effects of this power. However, 200 pounds (100 kilos) of kudzu can, by itself, cover a rather large area.

## •••• Verdant Refuge

This power weaves a temporary shelter with a sufficient amount of plants. In addition to providing physical protection against the elements (and even against sunlight), Verdant Refuge also establishes a mystical barrier almost impassable for anyone the character wishes to exclude. The Verdante Refuge consists of a semi-sphere 6 feet high (2 meters high) composed of intertwined branches, leaves and vines, with no apparent opening, and even casual observers can see that the construction is artificial. There are rumors that the Green Refuge has healing properties, but no Member has ever shown such benefits after staying in one.

System: The character must be in an area of very dense vegetation to use this power. The Green Refuge develops around the character during the course of three shifts. Once the shelter has been formed, anyone who wishes to enter it without the authorization of the power user must obtain a greater number of successes than the character's in a single Wits + Survival roll (difficulty equal to the Willpower of the character). The refuge lasts until the next sunset or until the character dispels or leaves it. If the character has four or more successes, the shelter blocks all sunlight unless it is physically violated.

## ••••• Awakening the Forest Giants

Even trees can be animated by a master of the Nature Line. Ancient oak trees can temporarily receive the gift of movement, pulling their roots out of the soil and shaking the ground with their steps. Although not as versatile as the elementals and other spirits that can be summoned, the trees brought to life through this power exhibit impressive strength and endurance.

System: The character must touch the tree he wants to animate. The player spends a blood point and normally performs the activation roll. If successful, the player will need to spend an additional blood point for each success achieved. The tree remains animated for one turn for each success; after this time is over, the tree fixes its roots wherever it is and cannot be animated again until the next night.

While animated, the tree follows the character's verbal orders as best it can. An animated tree has Strength and Stamina equal to the character's Blood Magic level, Dexterity 2 and a Brawl level equal to the character. It is immune to bruise damage and all lethal damage dice stops are halved due to its size. Once the energy of animation leaves the tree, it immediately fixes its roots. By re-establishing itself in the soil, the tree is able to

penetrate the concrete or asphalt to find the nutritious soil and water found under them, which means that it is entirely possible for a lazy sycamore to establish itself in the middle of a road without any warning.

## Magic of Climate Control

Some Strixes that claimed to have the ability to predict the weather used these techniques to control storms or at dangerous times, to show their fury. Being these, controllers of nature, the climate and storms would not be far from their reach.

**System:** The number of successes determines how quickly the desired phenomenon can be conjured from neutral conditions, with one success being a gradual change the next day and five successes being an instant change. Small changes or changes that are based on existing conditions (such as directing lightning while a storm is already underway) allow the difficulty of the test to be reduced by one or two at the discretion of the storyteller, while the tests promote totally unnatural changes (a rain torrential rain in an arid desert) should have their difficulty increased by one or two.

Tests to use Climate Control at home always have their difficulty increased by two. Rain, snow, storms and storms cannot be evoked anywhere, but outdoors, but fog, wind and temperature changes can be created anywhere. Changes in climate last for one scene successfully before returning to the previous state.

**Critical flaws:** a failed attempt to influence the climate triggers a reaction from local elemental spirits. The winds revolve around the sorceress, increasing the difficulty for Perception and ranged attack rolls by two for the duration of the scene, unless she spends a Willpower point to compel the spirits to give in. Conjured rays strike it immediately.

- Fog or Light Breezes (difficulty +1 for proper Perception checks, weapon range reduced by half), small temperature changes.
- • Rain or Snow (+2 difficulty for proper Perception checks, weapon range reduced by half).
- • • Strong Winds (+2 difficulty for ranged attacks, weapon range reduced by half, make a Dexter-

ity check [difficulty 6] each turn to remain standing), moderate temperature changes.

• • • • Storm

Combines the effects of rain and strong winds.

• • • • • Lightning Storm

(Perception + Occult roll to hit a target with lightning, dealing 10 lethal damage dice).

## Rituals

The rituals created by the Strixes use a lot of nature's energies and spirits to bring the desired benefits. Often, offerings, songs and sacrifices are offered so that benign or evil entities can be summoned in favor of Strix. When performing rituals, Strix should normally test Intelligence + Ritualistic (difficulty equal to the level of Ritual +3, to a maximum of 9).

### Level One Consecrate

By invoking this ritual, Strix creates protection that prevents unwanted intruders from entering a location or handling an item. Guards can be thrown on objects or enclosed spaces, such as a corridor or a portcullis arch, but only one guard can be thrown on a specific object or space at any time.

The witch spends an hour ceremonially preparing the area or object to be protected, followed by pulling a hair from her head and parting it in half. With a successful roll, a protected object or space cannot be moved or violated, even slightly, by a target that does not meet the minimum requirement set by the witch. All protections are linked to a single Attribute chosen by the caster when he performs the ritual. To pick up a protected object or cross into a protected room, a target must have points in the Private Attribute equal to or higher than the Protection level. Character classifications for Consecrate start at 2, as a level two ritual.

Launching a ritualistic protection at a higher level increases the classification of the characteristic proportional to the level of the ritual launched. For example, a level three Protection has a minimum characteristic rating of 3 linked to a particular Attribute chosen by Strix when enacted. No one who has a



trait rating of less than 3 in the Attribute linked to consecration may enter the premises or take the object on which the protection was launched. If she wishes, the caster can assign a password that, when mentally intoned while playing protection, allows others to ignore their minimum Attribute requirement. The protections last for a number of weeks equal to the number of successes obtained in the spell check.

At the cost of one point of Willpower per attempt, a target prevented from interacting with a protected object or space can roll Willpower as an extended action (difficulty equal to 4 + the level of protection), requiring an equal number of successes Strix's Magic Rating, to break an individual barrier. A broken barrier is accompanied by the sound of broken glass, which Strix can hear regardless of its location. After that, the wing is completely canceled and anyone can interact freely with the object or within the space.

## Level Two

### Invoke Guardian Spirit

The caster summons a spirit for the express purpose of protecting him. The spirit serves the caster for 24 hours and does not help in any other way, except warning Strix of the danger. Although the spirit cannot speak, the launcher is often shaken (and awakened if at rest) by a sudden, strong intuitive feeling when something is wrong.

The spirit is only visible to Strix or to those able to see it through supernatural perception, such as Auspex. The spirit only appears in times of danger, looking at Strix while pointing in the direction of the threat. Their form or appearance is usually left to the storyteller, according to the type of spirit that Strix invoked.

## Incorporeal Passage

The use of this ritual allows Strix to become insubstantial. The performer becomes completely immaterial, and is therefore able to walk through walls, pass through closed doors, get rid of handcuffs, etc. The performer can also become invulnerable to physical attacks for the duration of the ritual. The performer must follow a straight path when crossing physical objects and cannot go back. Therefore, a vampire can walk through a solid wall, but cannot sink into the earth (as it would be impossible to get to the other side before the ritual is over). This ritual requires the performer to carry a fragment of a broken mirror to maintain his image as

he moves insubstantially.

The ritual lasts for a number of hours equal to the number of successes obtained on a Wits + Survival roll (difficulty 6). The sorcerer can end the ritual prematurely (and thus recover his matter) by turning the mirror to the other side, causing him to stop reflecting his image.

## Level Three

### Spiritual Protection

This protection ritual works just like the Ghoul Protection rituals, but it only causes damage to spirits. There are several other versions of this protection, each developed against a specific species of ethereal being. Protection against Spirits behaves just like Protection against Ghouls, but only affects spirits (including spirits summoned or incorporated by spells).

The component used for the Spirit Protection ritual is a handful of pure sea salt. There are other versions of this ritual, such as Protection from Ghosts and Protection from Demons. Each of these three protections affects their respective targets both physically and spiritually. Ghost Protection requires a handful of powdered marble from a grave, while Demon Protection requires a blessed bottle of water.

Note that in other editions of Vampire, Protection rituals varied from the required levels. However, the innate mastery of Blood Magic used by Strixes allows them to use this ritual in different ways without buying it at different levels. All Strixes can purchase protection rituals as Level 3, regardless of the ritual. Vampires usually need to buy rituals at different levels. Protection against Ghouls is available as a Level 1 ritual. Protection against Cainites can be purchased at Level 2. Protection against Lupines and Fairies are purchased only at the third level. Finally, Protection from Spirits and Demons are purchased at Level 4 and 5.

## Mithraic Sorcery

Known as Ventrue Sorcery, this form of blood magic was created by Mithras and developed by his followers. Scholars claim that Mithras learned this magical notion after his conversation with Haqim. However, the most attentive claim that this magic already existed before their encounter with the mayor Assamite. The way to perform blood spells from Mithraic Sorcery is very concrete, with traditions, rituals and rules for the effects to work.

Its creation is based on Mithraism, religion that

dominates Roman militarism, bringing faith in Mithras. Mithraism is based on the Persian Zoroaster, and presents Mithras as Divinity of Light. Therefore, for the Ventrue who follow this type of hierarchy, the study of the lines represents a closeness to the God Mithras, because when more power is learned from him, closest if you are to him.

This Blood Magic presents its Lines as Domains. Domains are powers that the Mithras God would have the ability to reproduce, bringing protection to the Romans. It is possible for Ventrues to follow the Domains by enumeration or randomly, although most believed that by practicing in the order taught, the path of Mithras would reveal itself to them.

Altogether, there are seven Domains, in reference to the Mithraic hierarchies. Nobody knows how to say which is the seventh domain, because the highest members of the religion still await the revelations of Mithras, so that they can unite with their power. Generally, the Domains are linked to the Mithraists' hierarchy. The more Domains someone owns, the higher their grade and the more difficult it is to reach the last one.

### **First Domain: The Mind**

The Ventrue followers of Mithras believe that the first step in initiating the process of understanding Divinity is through the evolution of the mind. Therefore, this

sorcery is about evolving the senses of the mind, using the maximum potential with intelligence and wisdom.

#### **• Readiness**

Using Readiness makes the sorcerer able to gain a quicker understanding of a difficult situation. The improved lucidity illuminates the Mithraist, allowing greater intelligence and better reactions to changes in the situation.

System: This power can only be used by the sorcerer himself. Each success on the activation test adds a dice to a special dice pool for the remainder of the shift. This dice can be used in any Wits-related moves or actions that the character performs during this turn. Alternatively, each dice removed from the dice pool adds one to the sorcerer's initiative score.

#### **•• Concentration**

In invoking this power, the sorcerer causes a sudden calmness in himself, calming his mind with soft words. While under this serenity, the Mithraist is better able to focus on the tasks at hand, ignoring distractions and annoyances, including serious bodily injury. Ventrues afraid of the frenzy often use this power over themselves to stifle their own emotions and achieve a state of tranquility.

System: This power can only be used on itself and lasts





one turn for success in the activation test. During this period, the target is unaffected by any power or effect (with the notable exception of Elder disciplines) that reduces its dice pool. This includes injury penalties, situational modifiers and Disciplines. However, changes in difficulty numbers still apply during this period. Furthermore, due to the unnatural serenity that this power confers, the target receives two additional dice in all attempts to avoid or break the frenzy.

### ●● Shared Concentration

By extending his powers to other individuals, the Mithraist is able to use the same Concentration effects on his allies, as long as they can hear his voice. In addition, he can harm opponents, impairing his reasoning for tasks that the Mithraist defines. This obstinacy of the target is so complete that they ignore everything else that occurs around them.

**System:** This power can affect anyone who can hear the sorcerer. Successful summoning makes the target unable to split any dice pool for multiple actions and unable to change tactics after the actions have been declared. As a collateral benefit, the target reduces the difficulty of the declared action by one. Additional actions that the victim takes (for example, Celerity) during the duration of this power must follow its initial action, since they are totally focused on this idea. If the target wants to try a different course of action, he must spend one Willpower point per scene (or per turn in combat). The duration of Share Concentration is a scene, or a turn for success in the activation test.

### ●●● Elucidate

The strengthening of the Mithraist's mind makes it so powerful that he is able to think very clearly. As a result, those skilled in Blood Magic generally have the ability to quickly assess a situation and calculate the options available to them. At this level of Mind Mastery, the character is able to divide his attention into two completely separate tasks, without penalty or distraction. While Sharing Concentration forces the target's attention to a single objective, Elucidate expands the sorcerer's concentration to the point of focusing on two goals.

**System:** The successful use of Elucidate allows the user to perform two actions without penalty during his shift. (Note that this power specifically raises the multiple action restrictions detailed in Chapter 7). The extra action granted by this power must be a mental action, be it the use of Disciplines such as the use of Auspex or Blood Magic, or the contemplation of a problem. If

the character is using both actions to solve a problem, he will have two separate dice charts to draw. These two actions happen at the same time, as determined by the character's initiative assessment. You cannot use the extra action to re-use Elucide.

### ●●●● Mind Mastery

Mind Mastery brings a perfect balance of focused perception to the sorcerer, as he acquires a brief and perfect understanding of himself, the universe and his place in it. This lucidity protects the character from internal and external influences. Even the inner Beast is unable to get angry. Thought and action become one when complete serenity of mind takes over the sorcerer.

**System:** Mind Mastery lasts for the duration of a scene, (or one turn plus one additional turn for each success on the activation roll if used during combat). During this period, the sorcerer has the difficulties of all actions reduced to two. The Mithraist is immune to frenzy and Röttschreck from all sources, even supernatural triggers. Finally, any means of controlling or influencing the sorcerer suffers +2 difficulty, including powers such as Presence, Dominate and Dementation.

When developed, this power is curiously unable to withstand the terrifying Presence of Mithras. In fact, Mithraists believe that it is a very serious sin to try to resist the commands of religion.

## Second Domain: The War

The avid Mithraists knew that the use of body and mind was present in times of war. The state of perfection had to be achieved by balancing the mind with the body. Porting the Domain of War was the union of mind and body. This power to transform the Mithraists into potential warriors, inspirers and commanders, capable of making anyone run before their presence. The Dominion of War strengthens the combative abilities, the will, the courage and the martial posture, virtues and characteristics very present in the Roman army.

### ● Warrior's Courage

An attacking vampire can focus his will, making him less susceptible to fear the battle or the powers of the undead. The vampire screams a primal scream to initiate the effect, although it is known that some sorcerers have painted their faces or cut open instead of screaming.

**System:** During a scene, the Vampire adds a point to his Courage. Also, in the case of hostile effects, consider

that your Willpower is a major point (but this bonus only applies to the Trait itself and not the Willpower reserve). A character can only receive the benefits of the Battle Cry once per scene.

## •• Truthful Attack

The vampire makes a single attack, guided by the divine power of his blood. This attack unfailingly hits the target.

System: When invoking this power, the player does not need to make any tests to know whether his attack hit the target or not, he automatically hits. Only Melee or Brawl attacks can be made this way. These attacks are considered to have only been successful, they do not add damage dice. In addition, it is possible to dodge them, block them or trim them normally, and the defender needs only one success (since the number of successes is assumed to be only one). True Attack has no effect if used in multiple attacks (split dice) in the same turn of a character.

## ••• Truthful Defense

Just as a soldier must be able to attack, he must also be able to defend himself. This power guarantees automatic success when the character chooses to defend himself.

System: This power acts as a True Attack, although to use it the Mithraist must abdicate his turn. He enters a full defense position and can defend, parry or counterattack. He cannot perform ordinary attacks. It is considered that he gains 2 automatic successes while in a defensive position. Even the worst warriors can become formidable with this power.

## •••• Project Celerity

The Mithraist invokes divine power, moving like a blur. He gains an advantage to avoid the blows of his enemies, going out of his way before they have a chance to shoot them.

System: The player does not need to split his dice pool if he wants to make multiple dodges in the same turn. This rule applies only to dodges, if the player wants to attack and dodge, he needs to split his dice pool. This power lasts a scene.

## ••••• Centurion Strength

This ability extends the powers of the previous abilities in this line to others. It allows any of the previous effects to be applied to a group, such as a group of soldiers.

System: The player chooses one of the lower level powers of the line and summons it normally. The

character touches an ally. Being successful on a Willpower roll, the sorcerer is able to share his powers as long as he pays the appropriate number of blood points.

## Third Domain: The Blessing

Mithras is present. This is a fact. For the great priests of the cult, their presence is manifested in each one, giving them the right to bless themselves and in the future, to the cult's own followers.

## • Strengthening the Physical Power

The vampire temporarily increases his abilities as a warrior. Using the mystical powers of blood magic, the character turns into a powerful fighting force.

System: Strengthening the Physical Power gives the vampire an additional point in all of his Physical Attributes (Strength, Dexterity and Stamina). These Traits cannot exceed the Generation maximum, although the player may spend blood points to further increase the character's traits. The effects last for an amount of turns equivalent to the successes obtained.

## •• Strengthen the Faithful's Resistance

The servant of Mithras uses the power of blood magic to resist attacks more easily. At this level, he is able to absorb damage with less difficulty.

System: Damage absorption checks reduce to 5. The character is immune to effects that render him unconscious and reduces damage penalties by 2 points. The effects last for an amount of turns equivalent to the successes obtained in the test.

## ••• Strengthening of the Virtuous

This power is the beginning of what the blessings of Mithras can become. The use of this mystical power transforms the character into an evolution of himself. Your goals, your virtues are enhanced.

System: Strengthening of the Virtuous guarantees an additional point in all Virtues and reduces the difficulty for Willpower checks by one when protecting your beliefs regarding Mithras. Whenever the character is ready to impose his ceaseless faith, he can activate this power. The effect lasts for an amount of turns equivalent to the successes obtained in the test.

## •••• Bless

The servant of Mithras can use the power on himself,



blessing himself and reducing his difficulties during his challenges.

**System:** The character makes a Willpower roll (difficulty 8) and blesses himself, reducing the difficulty of rolls for any attribute by 1 per success achieved up to a maximum of 3. The effect of this power lasts for one turn, although the character can maintain the effect by spending a blood point for each turn they want to keep the blessing.

### ••••• Shared Blessing

As in the Domain of War, this power extends the powers of the previous abilities of this line to others. It allows any of the previous effects to be applied to a group of Cainites.

**System:** The player chooses one of the lower level powers of the line and summons it normally. The sorcerer does not need to touch another character. Successful on a Willpower roll, he is able to share his powers as long as he pays the appropriate number of blood points. Keeping the Blessing across multiple allies is an expensive power, as for each ally, the character will need to spend one blood point per turn.

## Fourth Domain: The Light

It is said that before Ventrue Mithras revealed its challenging encounter with Horus, the Egyptian God of Heaven, this power was still in development by the vampire. The outcome of the confrontation has been unknown for a long time and members of the Ventrue clan debate, divided over the combat, to the present day. Some believe that Mithras lost, while others believe that he won. In the end, Mithras' goal with such a disagreement with Horus was precisely to create an escape valve to defend himself against the Lasombra.

The Domain of Light is used by followers of the Cult of Mithras as a manipulation of light. The sorcerer is able to create light, made to fight the shadows of the Abyss and cause discomfort or even damage to Cainites. It is not known what resources were used so that Cainites could manipulate the light. The most avid sorcerers say that the light is a variation of the flames that come out of the palm of other sorcerers, while the most naive say that Mithras is really a God. Unbelievers claim it is a deception, just like Chimestry. The fact is that no one knows the origin.

Willpower tests linked to this sorcery are directly linked to the intensity of the light. Each success increases the expansion of the light by 1m away from the kainite. The vampire who is casting the light is not affected by

this power in negative ways, only his opponents and the very shadows of the abyss.

All levels of this power only intimidate and work against Cainites or creatures belonging to the Abyss. Werewolves, fairies, wizards and demons are immune to this power.

### • Lightglobe

This effect allows the sorcerer to create a small globe of light in his hand, functioning almost like a torch. In the dark, this globe can illuminate the surroundings, preventing the vampire from being submerged in the pitch.

**System:** The character spends only one blood point. The light created is the size of the vampire's palm. As a standard, this globe illuminates a 1m diameter radius of the vampire, actually functioning as a torch. The power prevents the blinding effects caused by the darkness of the Abyss, although the character still has great disadvantages in relation to its vigor.

The light is bright enough to trick the Cainites' minds and those who catch a glimpse can do a Rotshreck test (difficulty 3) so they don't walk away in fear. This power lasts for one turn per success in Willpower roll.

### •• Glowing Object

Ventrue is now able to temporarily imbue an object with light. The object, while not illuminating as in Lightglobe, is still bright enough to cause fear and hurt nearby vampires. Any object that the sorcerer wants to transfer his light to must be touched by him.

**System:** The character cuts off one of his hands, passing his blood on an object and then expending a Willpower point. Those who try to catch the object must test Willpower (difficulty 7) to be able to catch it without problems. The object does no harm to the Cainites.

Another feature for this power is to use it on a sword. The process is the same, with the kainite passing blood on the blade. The sword will automatically glow in a whitish light. This light deals +1 lethal damage to vampires who are wounded by the sword. The glow is powerful to intimidate. As soon as he sees it, the opponent must try Rotshreck (difficulty 5) and if injured, he will test (difficulty 7). This power lasts for one scene.

### ••• Halo of Light

This power allows the character to create a projectile of light, shooting or aiming with his hand in a direction to illuminate ahead.

System: The character spends only one blood point. In the direction you aim, the Halo of Light will illuminate like a flashlight. This light has a distance in meters according to the successes on the vampire's Willpower roll. If you want to shoot it, you must roll Dexterity + Athletics (difficulty 8). The damage done is Lethal and equivalent to the level of sorcery that the Mithraist possesses.

### ●●●● Aura of Light

At this point, the character is no longer subject to physical damage caused by the shadows of the Abyss. His Stamina no longer reduces, the character suffers no vision penalty from the shadows and is hardly hurt by the shadows.

System: The character's body is now covered in light, almost as if it were an angelic creature. Vampires roll Willpower (difficulty 8) to get closer. If still, try the approach, roll Rotshreck (difficulty 8). The Abyss Arms suffer +1 difficulty to deal damage to the character with the Aura of Light.

### ●●●●● Radiance of Mithras

This power expands the Aura of Light to the character's companions. Everyone else needs to stay close to Ventrue within the light area to be protected from shadows and other vampires.

System: Activating this power works in conjunction with the Willpower roll. Each success guarantees 1m of circumference around the kainite. He can select who will be hit positively or negatively by the light. Anyone who is positively affected can gain the same benefits as the sorcerer. The sorcerer also makes it difficult for any creation of the Abyss to hurt him by +1. The damage caused is also affected. Disciplines above level 5 of Obtenebration completely ignore the effects of this sorcery.

## Necromancy

Mortals see Necromancy as a forbidden art, combining it with devil worship. The Cainites regard the practice of Necromancy with suspicion and fear. With few exceptions, only Cappadocians practice Necromancy among the Cainites, specializing in the Lines of the Corpse in the Monster and the Decay of the Tomb. These, collectively referred to as "The Way of Mortuus".

In the Classical Age Cappadocians go through a transition from Mortis to Necromancy. Because of this change, Mortis began to be treated as a form

of Necromancy Line, divided among the main Cappadocians. There are exceptions as the Ananke and other strains have their own necromantic lines.

## Corpse In Monster Path

The corpse is the sacred portal between the living and the dead. Through careful study and ritual, Cappadocians learned ways to apply some of the aspects of a corpse to a vampire or mortal. This power turns the benefits of death into weapons for the Cainite. While the benefits bring a lot of advantage, the practical application can be terrible for mortals who glimpse.

### ● Moortus in Vultus

A vampire can make himself (or another vampire) appear as if he were a corpse long dead. He can use this ability to hide himself in plain sight in a catacomb or crypts, or inflict this on a reluctant victim as a kind of curse.

System: The player spends a point to give his character the appearance of a mummified corpse. She loses two Dexterity and Appearance points (minimum 1 for Dexterity and 0 for Appearance) for the duration of the power. The player also gains a bonus of two extra dice in his Intimidation rating. If he remains perfectly still (no test is necessary, as the Cainites do not have autonomous functions to suppress), an observer must obtain five successes on a Perception + Medicine test (difficulty 7) to distinguish him from an ordinary corpse.

To inflict Mortuus in Vultus on another vampire, the necromancer must spend a blood point, touch the target (requiring a Dexterity + Fight if resisted) and then make a Stamina + Medicine roll with a difficulty equal to Stamina + 3 on target. Mortuus in Vultus lasts until the next sunset or until the necromancer releases the spell.

### ●● Algor Mortis

With the use of Algor Mortis, a vampire is able to transform himself into a cold and melancholy creature, indifferent to mortal pain or emotional manipulation. Her body turns into a literal sense, her skin gets colder and her fake breath freezes in the air when she speaks.

System: For the cost of a single Willpower point, a player can ignore all injury penalties on the scene. She gains an additional die for any reserve that involves resistance to emotional manipulation for each point of the Corpse in the Monster, such as Intimidation or Empathy. However, her distance also makes it difficult for



her to manipulate others, and she increases the difficulty of all attempts to manipulate others for one.

Algor Mortis does not protect against the frenzy. Although the necromancer may appear listless and cold on the surface, the Beast is still hiding in the dark recesses of his heart. Unsuspecting Cappadocians have tried to use Algor Mortis to resist the beast, but without a happy ending.

### ••• Curse of Life

Curse of Life inflicts the most unpleasant and irritating aspects of mortality on a vampire. These experiences are selected directly from the Discipline user's memory and include experiences such as deadly hunger and thirst, the need to eliminate waste, low sensory acuity and vulnerability to physical trauma that even a neophyte vampire could shrug.

System: The player targets another vampire within his character's line of sight who is no more than 20 yards / meters away. She spends a Willpower point and rolls Intelligence + Medicine (difficulty 8). If he succeeds, the target is affected by all the unpleasant sensations of mortal life, without obtaining any of the benefits of them (for example, walking in the sunlight). All actions that the victim performs have +2 difficulty. The victim can ignore these penalties by spending one Willpower point per scene.

In addition, the victim cannot use blood to increase his Physical Attributes, and Willpower cannot eliminate this penalty. However, he can still use Potence, Speed and Fortitude while under the effects of Mortality Summons. The curse remains in effect until the next dawn.

### •••• Benedictio Mortem

With this power, a necromancer fully assumes the appearance of a corpse and is able to get rid of the weaknesses of his vampiric condition. After all, a corpse is not particularly affected by the sun's rays, nor is it particularly flammable.

System: The player spends a Willpower point and rolls Stamina + Occult (difficulty 8). For each success obtained, he receives the benefit of Benedictio Mortem for one turn. As long as Benedictio Mortem is active, a vampire does not need to make Rötschreck checks or frenzy. A stake in the heart is no more dangerous to him than any other stab. Fire does lethal rather than aggravated damage. Sacred artifacts do not intimidate her. Sunlight does not affect a vampire under Benedictio Mortem's mantle unless his bare skin is exposed on a clear day, in which case he only suffers bruise damage. Once Benedictio Mortem's



protection expires, however, the vampire immediately becomes vulnerable to the dangers mentioned above.

### ••••• **Benedictio Vitae**

With *Benedictio Vitae*, a Cainite is able to enjoy many of the best aspects of mortal life without abandoning the power of his vampiric nature. The Beast's voice speaks only in a whisper, and she can enjoy the pleasures of deadly food and drink. The vampire can enjoy a lover's embrace and feel the warmth of the sun on his skin as a living woman would. Cappadocians who use this discipline enjoy temporary relief from their clan's weakness and appear as before the Embrace.

**System:** The player must spend twelve blood points to activate this power. They do not need to be spent in a single round, but they must be spent continuously. A vampire can feed while simultaneously expending blood. Unless the vampire is older than the Seventh Generation, it may be necessary to have a sacrificial victim nearby to summon *Benedictio Vitae* at once. With this power in place, the necromancer can travel in daylight with little fear and suffer no damage from sunlight if he is in the shade or adequately covered (as in a hooded cloak).

He is not obliged to sleep during the day, but he is still vulnerable to being staked in the heart and is still repelled by sacred artifacts. Although the Beast's voice is not as insistent as it usually is, *Benedictio Vitae* does not silence it entirely. The necromancer can still succumb to the effects of frenzy and *Rötschreck*, although the difficulty of both tests is reduced by half (rounded up). *Benedictio Vitae* lasts until the following midnight after the invocation of power.

The Beast deeply resents being caged, however, and exercises its revenge on its jailer when it is released. After *Benedictio Vitae* expires, the difficulty of all tests to withstand the frenzy and *Rötschreck* for the next six nights increases by three.

## **Grave's Decay Path**

The Grave's Decay Path allows the necromancer to take advantage of the dark powers of decay, ruin and entropy that await all creatures, living and non-living. Grave's Decay brings destruction, pain and the sensations of death to its targets. The most powerful Cappadocians are completely dangerous with this line in hand and a touch of them can turn it into piles of ash.

### • **Destroy the Husk**

While some Cainites kill indiscriminately and are not afraid of the consequences of their actions, other vampires feel the need to be a little more discreet. The Classical Era is a violent place, and even some of the most devoted adherents of the Philosophy of Heaven may need to get rid of a body quickly. The use of this power turns a human corpse into a pile of common ashes weighing about a fifth of the original body weight.

**System:** The player spends a blood point while the vampire drips his vitae onto the corpse. The player rolls Intelligence + Medicine (difficulty 6). The corpse disintegrates in a number of turns equal to five minus the number of successes obtained. These ashes are totally unrecognizable by worldly means, although the use of supernatural powers may be able to discover the identity of the ancient corpse. In a critical failure, the corpse rots, but does not lose any of its integrity. The vampire cannot use *Ash from Ash* on that corpse again.

### •• **Rigor Mortis**

With this power, the necromancer can leave any target as rigid and immobile as a corpse. A target affected by *Rigor Mortis* can only move by pure Willpower while its own muscles contract uncontrollably, freezing it in place.

**System:** The player spends a Willpower point and rolls Intelligence + Medicine. Each succession freezes a target in place for one turn. The target must be visible and within 25 yards / meters. A frozen target cannot move or spend blood points, but it can use powers of perception, such as *Sharp Senses*. Vampires can perform physical actions with a penalty equal to the successes of the necromancer.

### ••• **The Embrace of the Lady of Ashes**

The Embrace of the Lady of Ashes causes the target's member to age, dry and wither like grapes left on the vine. The tendons rupture as the muscles shorten and shrink. The skin becomes flabby and yellowish at first, then thin as paper and stretched over brittle bones. The eyes become cloudy and dissolve in dust. Cartilage almost disappears. The lips and gums recede and the teeth become like chalk.

**System:** The player spends a Willpower point. The vampire touches one of his victim's limbs (requiring a Dexterity + Brawl roll if the victim is avoiding the vampire). If the necromancer is successful, the target takes two levels of aggravated damage. Unless the target absorbs both wounds (for example, with *Fortitude*), the affected limb is crippled until both wounds are



healed. Vampires heal these wounds as they would any other aggravated wounds. Mortals, however, are not so fortunate and they will be crippled for life, unless they are cured by supernatural means. The targeted mortal may have some comfort in knowing that a crippled limb will not further degenerate (ie, gangrene or infect).

The effect of the Embrace of the Lady of Ashes will depend on which member is the target. Crippled members cannot benefit from the Potence. Crippled arms cannot carry anything heavier than about half a pound. A character with a crippled leg will hobble slowly, dragging his leg behind him, and will suffer from the Cripple Defect (Chapter 10). If a necromancer chooses to aim for the face, he may choose to affect the eyes, ears or mouth.

Any successful attack on the face will reduce a target's Appearance by one for each wound suffered, with additional effects depending on which part the target is. A single wilted eye or ear imposes a +1 difficulty on the relevant Perception checks, and losing your eyes or ears imposes a Defective Sense Defect (Chapter 10). A stunted language will leave you speechless.

### ●●● Gift of Melancholy

This power inflicts a devastating and virulent disease on both mortals and the living dead. Both suffer from a disease that causes dizziness, weakness, malaise and nausea. The disease is highly contagious among mortals, who can transmit it to each other by mere proximity. A vampire must be targeted directly with the power or feed on an infected mortal to contract it. An infected vampire, however, will spread the plague to everyone he eats until he is healed.

System: The player chooses a target within a radius of twenty meters and in the character's line of sight. She tests Intelligence + Medicine (difficulty 6) and spends a Willpower point. The defender must roll Stamina + Fortitude (if applicable) against a difficulty equal to the attacker's Willpower. If the victim succeeds less than the attacker, he falls ill immediately. Vampires also look sick.

The disease has the following effects: Strength and Wits are halved (rounded down). Dexterity is decreased by a single point. Cainite victims must spend an additional blood point to awaken every night and mortals suffer a level of lethal damage each day.

Cainite victims must make a Self-Control or Instinct check every time they eat (difficulty 8). In case of failure, the vampire vomits the blood he has just ingested in horrible drops of clotted blood, losing any benefit that food would have provided. Humans vomit the contents

of their stomachs, with no roll to resist. Once a day at sunset, the victim can try to get rid of the plague by testing Vigor. The difficulty is equal to 10 minus the number of days that have elapsed since you contracted the disease.

### ●●●● Dust to Dust

As Ashes of Ashes affects corpses, so Dust to Dust affects the bodies of vampires. Summoning Dust to Dust allows a necromancer to reduce another vampire to a pile of ashes as if he had been abandoned in the sun or burned at the stake.

System: The necromancer cuts through his own skin, spending two points of blood and one point of Willpower. She then drips the blood onto a single Cainite target. The vampire must be within reach of the target's touch and cannot be thrown beyond arm's reach. The player makes a Willpower roll with difficulty equal to the target's Stamina +3. For each success, the target suffers an aggravated wound.

Any undead meat damaged by this power disintegrates into powder. For every two health levels of damage inflicted on a victim, the player can choose a body part to aim and destroy, according to the Embrace of the Lady of Ashes. If not cured instantly, parts of the body are lost forever.

### Path of Bones

Path of Bones explores the remains of life that remain in a corpse after death. The ease with which a corpse can recover an appearance of life fascinates those necromancers who study cadavers and mortals extensively. The fruits of his research also have strong practical applications, as shown below.

### ● Abamixtra Seal

When summoning the Abamixtra Seal, a necromancer can lift a corpse or group of corpses to perform a simple task. Corpses remain animated until they complete their task or are destroyed. If attacked, the corpses will not defend themselves in any way and will continue to work on the assigned tasks. Corpses animated by the Seal will gradually decay, albeit at a slower pace than a normal corpse. If the task has an indefinite duration, they will continue to work on the task until they rot in a pile of bones.

System: The player rolls Wits + Occultism (difficulty 7) and spends a blood point. For each success, he can choose to animate a corpse. She can give them a single command. These animated corpses have no judgment

or intelligence and will literally follow any instructions.

They can follow direct commands. “Sweep this room every day until the dust and cobwebs disappear” or “Hold this door closed indefinitely” are appropriate commands; “Subduing any mortals who enter this room” or “Building a shed” are not. Animated corpses have Physical Attributes at half the vampire’s Necromancy points, rounded up. They have no skills. Your health levels are OK, -1, -3, Incapacitated.

## •• Rise Homunculus

With this power, a necromancer can take a small piece of a corpse and turn it into a kind of grotesque familiar. The homuncular servant is typically a severed human hand, although some necromancers prefer to use rotating eyeballs or severed severed heads.

Regardless of the form it takes, the homuncular servant is supernaturally fast and has an animal cunning and moderate intelligence. He can hide easily and knows how to escape detection.

Even if it has no sensory organs, a homunculus can see and hear everything that happens around it. He is able to report what he sees to his master in a kind of crude and speechless telepathy. He is unfailingly obedient to his master, but he has no will of his own. Some necromancers prefer to animate small dead animals rather than human appendages. These dead animals are called feraculi. A beast moves in a strange way, similar to a homunculus, and retains little of the characteristics it possessed as a living animal. For example, a feraculum bird cannot fly, but it can climb walls and jump like a homunculus.

The real reason behind this power is that the Necromancer attaches the dead man’s energy to his body or limb. The dead man knows that the Necromancer is his master, but he cannot resist Cappadocian’s power and will. However, if released, a furious spirit can turn the Cappadocian’s non-life into a real hell. No dead person likes to know that he was a slave after being released from his service.

System: The player spends a blood point and rolls Intelligence + Occult (difficulty 7). A single success gives the necromancer familiarity with the statistics described below. The homunculus cannot carry anything, but the necromancer can attach small items to it, such as jewelry.

The homunculus must remain at 100 yards / meters from its master or it will stop moving until the master is back in range. The homunculus remains active for one night due to a successful initial test if it is not fed. There is no limit to the number of times a particular

homunculus can be revived. The homunculus can die in combat like any other creature and is just as vulnerable to bruise damage as any mortal. The memories of the homunculus are maintained even after several resuscitations.

Homunculi have two points of Vitality and in all Attributes. The homunculus needs to be fed weekly or it will return to the inanimate stage. After all, there is no mental or magical connection between the Necromancer and the homunculus. Therefore, neither one nor the other knows exactly where they are if they separate, although with sensory powers the Necromancer can make mental contact with his homunculus.

Because it has been revived, homunculi are usually full of bad emotions. This means that despite being loyal to their masters, bad games will be played as a way to make an emotional discharge for such slavery. The personality of a revived homunculus is unique, according to the soul that died and they usually remember only how they died. It is not possible to turn vampires or corpses of vampires into homunculi. They don’t resuscitate and instantly turn to dust.

## ••• Rising from the Dead

Using this power, a necromancer can create a group of undead minions to attack his enemies.

System: To activate this power, the necromancer rolls Wits + Occultism (difficulty 8). For each success obtained, she can spend a blood point and raise two corpses to fight for her. He can immediately order the animated corpses to attack, or he can give them standing orders (for example, “Attack anyone who enters this room!”). Corpses will maintain their integrity for centuries, if necessary. They are supernaturally obliged to carry out their orders, even if their bodies normally turn to dust. For an additional blood point per corpse, the vampire can add to monsters a number of Physical Attributes equal to his Necromancy points.

## •••• Malefic Exorcism

With just one word and a strong gesture, a necromancer can exorcise a mortal’s soul from his own body, effectively turning him into a ghost during the period of power. His only link to the mortal world is his body in a coma, placing him at the mercy of the necromancer who exiled him.

System: The necromancer spends a Willpower point and makes a contested Willpower roll against his target. The number of successes she obtains on her goal indicates the number of hours that the soul is banished from the



body. After this time, the soul is free to return to the body, assuming that no other spirit has taken up residence in its absence (see Daemonic Possession below).

This power cannot be used on Cainites. Or other supernatural creatures are resistant to this type of power and the difficulties for the Willpower checks performed by the Necromancer increase by two. Wizards can use spells to block such effects and lupines can perform quick rituals to prevent such an event. Changelings and demons are immune to this power. Ghouls suffer from the same effects normally.

### ••••• Demonic Possession

Demonic Possession allows a necromancer to channel a soul into a recently dead body. This power can give a physical body to a disembodied spirit, like a ghost or vampire, using Psychic Projection.

System: The body in question must be a corpse that is still warm and has not yet reached rigor mortis. Alternatively, the body can be a cocoon that was prepared by Evil Exorcism (next). The necromancer cannot force a soul to enter a body, but most ghosts yearn for a chance to walk the earth again. Many necromancers will use Demonic Possession as a bargaining tool with the restless dead. If the body in question is the body of a vampire moments before being reduced to ashes, the necromancer must obtain five successes on a Willpower roll against the original owner of the body to proceed with possession. The soul can use any physical skills or Disciplines (such as Potence) that the body has in life. The soul retains any mental abilities or Disciplines (such as Presence) that it possesses.

### Path of Mortal Object

Used by the Ananke, this Line transforms targets into objects of the Ananke, as achievements after their battles and hunts. Although it can be powerful, this Line causes a disturbing fixation on necromantic objects produced by the character.

### • Protect Against the Evil of Time

As simple as it may be, the first level is one of the first steps for Ananke to produce a magical object, allowing that regardless of time, the bones do not suffer any erosion and retain their characteristics, whether magical or common.

System: When or before a creature dies, whether supernatural or not, the necromancer must expend a

point of Willpower focusing on its target. In the case of vampires, this will prevent the body from returning to dust as soon as it is undone. Then, Ananke removes the bones he wants to keep and marks them with his blood. The blood must dry for 7 hours on the bones. As soon as they happen, they no longer suffer the effects of time. The object freezes over time, maintaining psychic impressions of the moment of death, old information from the target, aura of death and other characteristics of the dead person.

### •• Bring the Memories of the Dead

Ananke takes advantage of the object created to draw memories. If he is using a skull, he can remember information that was from the dead man, if it is the femur he can understand running techniques and so on. Each of the bones guarantees information at the charge of the master. This information is not supernatural.

System: Ananke must concentrate on the bones for a turn to receive the desired information. This can help you at the moment, even teaching you some human skills that Ananke can learn. Even if the player does not have the necessary points for the purchase, whenever he needs he can consult the information again.

### ••• Animate the Bones

This power can be tenebrous in terms of psychological torture, as Ananke revives the conscience of the dead based on information frozen in the bones. In the case of vampires, it is not exactly the conscience that is there, but a simulacrum of her aura.

This conscience is usually stuck until the moment he died, remembers everything until the moment of his death and can talk to Ananke at any time.

System: Ananke must spend one more Willpower point. Then, you must roll Intelligence + Ritualistic (difficulty 9). If it succeeds, consciousness comes back with some faults in memory. If you have two successes, consciousness comes back with full memory, but it cannot acquire new memories. If it achieves three successes, consciousness can acquire new memories and record events. The skull obeys the necromancer's will and has the equivalent of Intelligence 1. This Intelligence can be perfected and this false consciousness can become true over time. This power cannot be used on the living dead. Use the homunculus statistics for this power.

Unlike the Necromancy Raise Homunculus effect, this Animate the Bones allows the vampire to collect the

## The Ghostly World

Ghosts are the spirits of people who, after death, had an attachment to the world or a quality of spirit that refused to yield to the grave. They live in a world parallel to ours - the underworld. From the Underworld, you can see and hear the world of the living, but those who live there (including Cainites traveling with powers like Ex Nihilo) are powerless to affect you without using their magic.

If a mortal saw the Underworld, he would recognize it. It resembles a nightmare version of our own world, without color and life. The plants are dead and withered. Buildings are collapsing and decaying, even if they remain in the world of the living. Even humans close to death will show the marks of death on them. But the underworld is more than just a dark reflection of our own world. The lands that resemble ours are only the first layer of the Shadow Realms. The Realms of Dreams and Nightmares lurk below the Shadowlands, where even ghosts fear to step on.

The dead live by their own rules and form their own societies. They create their own distorted wonders and dark fine arts. Perhaps the most interesting thing for the Cainites is the artifacts of the dead. If a location or item was valued enough in the world of the living and was later destroyed, it can appear in the form of a relic in the underworld in its full glory. Rumors suggest that the Relic of the Colossus of Rhodes is intact and erected somewhere in the styrenic depths of the Underworld, the Relic of the Tomb of Mausolus may serve as a revelry hall for the ghosts of long-dead satraps. But the kings and queens of the Underworld guard their treasures carefully. Even a powerful necromancer may want to think twice before stealing the treasures of the dead.

memories of the bones. If used with Raise Homunculus, the revived skull can become an assistant to the vampire who did it.

### •••• Using the Gift of the Dead

Ananke turns the bones he collected into objects of power. The natural abilities that mortal had are passed directly to Ananke while he powers the object. From necklaces to bone armor, the Ananke increasingly increase the quantity of objects equipped as a way to transform themselves into knowledge machines.

System: Ananke is able to use the Abilities that dead person had. For this, he connects to the frozen essence of the bones with an Intelligence + Empathy roll (difficulty 8). Each success allows Ananke to use up to a certain level in the skills of the deceased. The necromancer can collect various bony objects and equip them in different ways to suck up skills.

This power can be used, but not cumulatively. If Ananke faced a warrior who had Melee Weapons 3 and transformed another warrior with Melee Weapons

2, then he will maintain the highest rank, but will not be able to add the two. At the charge of the storyteller, some skills may be barred or not.

### ••••• Copy the Supernatural Gift

This is the level that many Ananke really aim for. It allows supernatural characteristics to be stolen. As in Using the Gift of the Dead, the character is now able to steal gifts from Cainites.

System: Ananke must have faced a Cainite to steal his gifts. As soon as he does, he must perform all the previous steps, including the Intelligence + Empathy roll, but this time on difficulty 9. Clan, supernatural and other knowledge is also temporarily stolen.

The disciplines used are only those of the clan and each success allows Ananke to use a higher level classification of the Disciplines. That is, if Ananke had 2 successes, then he could use up to level 2 of the target's Disciplines. This power lasts as long as Ananke equips the bones of the destroyed Cainite.

This power does not work on supernatural creatures,



although Ananke may steal your knowledge, but not apply it supernaturally. Many Ananke write the stolen knowledge ahead of time in the bones.

## Ash Path

Although the Giovanni's became famous during the Dark Ages for developing the Ash Line, it was already in Cappadocian plans for a long time. The Ashline gives the necromancer the power to travel to the Underworld and learn its secrets. It is a more subtle and refined art than the other brutal ways, but it is also more dangerous, leaving a vampire vulnerable to ghostly spells. Some Necromancers travel to the other side specifically to steal objects from the Land of Shadows.

### • Shroud

Indirect vision allows a vampire to look directly into the underworld. He can see the ghostly structures, objects and inhabitants of this dark world, although he cannot interact with them physically.

System: The player rolls Perception + Acuity (difficulty 7). If he succeeds, the necromancer can see the underworld for a scene. Unlike Auspex 2 - Spiritual Sense, with Shroud the character really sees the other side instead of just feeling them.

### •• Language of the Black Kingdoms

When uttering the Language of the Black Kingdoms, a necromancer can talk to ghosts in the Underworld. A necromancer can use this power in conjunction with Mortal Vision, but she can speak blindly to ghosts if she wishes.

System: To invoke the Language of the Black Realms, the player rolls Perception + Occultism and spends a Willpower point. If the test is successful, he can speak to any ghost in the area freely during a scene.

### ••• Touch the Shroud

When summoning Touch the Shroud, a necromancer can stay on both sides of the Shroud. It manifests itself physically in the underworld while it remains corporeal in the lands of the shadows. The Necromancer can interact with ghosts and objects in the underworld, and they can interact with him. This can seem confusing to living spectators who see the necromancer climb an "invisible" ladder or be impaled by an invisible opponent!

System: The player must spend a Willpower point and pass a Wits + Occultism roll (difficulty 7) to activate Touch the Shroud for a scene. If she wants to extend

the power to additional scenes, she can do so at the cost of one blood point per scene.

### •••• Ex Nihilo

Ex Nihilo allows a necromancer to physically enter the underworld. While in the sub-world, he appears as a particularly solid ghost. It can be wounded, but only by things that would inflict aggravated damage on a ghost, such as the cruel blades forged by souls wielded by ghost warriors, for example, or by certain ghostly spells.

If killed in the Underworld, a vampire's soul is swallowed up by Void. No phantasmagoric magic or necromancy can reach him and he is gone forever to the darkest points of the plane.

System: To enter the Underworld, the vampire must draw a door with chalk or blood on any surface. He then spends two points of willpower and two points of blood before making a Stamina + Occult roll (difficulty 8). If he succeeds in his roll, the door opens and the necromancer (and he alone) can enter the Underworld.

A vampire physically present in the underworld can pass solid objects in the world of the living at the cost of a lethal level of health. He can remain incorporeal for a number of turns equal to his Stamina level.

If a vampire wishes to return to the world of the living, he can do so by spending a Willpower point and succeeding on a Stamina + Occult roll of difficulty. But even if it succeeds, there are some parts of the Underworld that are too far away from the land of the living to allow for an easy return. If he wanders too far from the shadowed reflection of the living world and into the dark kingdoms of the Dead's dreams, he may find himself trapped. Vampires in the underworld must bring their livelihood with them, they cannot feed on ghosts without using another power although there are vampires who have learned to suck the vitality of the specters and turn them into sustenance.

### ••••• Domain of the Shroud

With this power, the necromancer can greatly help or hinder the ability of ghosts to function in the world of the living. He can use this power to strengthen the ghosts in his service, to prevent a ghostly attack or as a favor to a band of fan-tasmas who wish to interact (or wreak havoc) in the world of the living.

System: To exercise Shroud Mastery, the vampire spends two Willpower points and makes a Willpower roll with difficulty 9. For each success on the roll, he can reduce or increase the difficulty of all ghostly spells

summoned on a half-mile radius in 1, for minimum difficulty 4. The effect wears off at a rate of one point per hour. For every -2 difficulty for ghostly spells that this power incurs (rounded up), the difficulty of other Necromancy powers and rituals is reduced by one.

## Path of Azrael Flames

Necromancers can also have flames and this power is proof of that. This Line allows greenish or bluish flames to leave the hands of the necromancer. He manages to concentrate, withdrawing and converting the energies of death into completely dark flames and hitting his targets.

These flames have no heat, so they did not provoke Rotshreck, but they erode the being hit in a powerful way and degrade his physical abilities. The absorption difficulty remains the same due to the power of the directed energy. Black flames temporarily consume the target's Physical Attributes as they deal damage. The damage done is considered Lethal for healing purposes, although it can only be absorbed with Fortitude. As soon as he shoots them at a target, the necromancer can define which or which Attributes are harmed. If an Attribute reaches zero, the targets can suffer devastating effects at the charge of the storyteller, like Torpor. Although it is possible to increase the Attributes with blood points and escape this cruel destiny. Mortals are completely destroyed when this happens and never recover from damage. Vampires recover full Attributes once they heal their vitality.

Since they are not common flames, the effect of the power lasts a single turn per attack, so they always need to be summoned again. These flames do not extinguish by natural means like water during that turn and the members can naturally resist it with Fortitude. Some effects of Fortitude can completely negate the effects of the flames.

- Absorption (difficulty 4 of absorption, a level of damage aggravated)
- • Ashes (difficulty 6 for absorb, a level of damage aggravated)
- • • Shadows (difficulty 5 to absorb, two levels aggravated damage)
- • • • Darkness (difficulty 8 for absorb, two levels of damage aggravated)

• • • • • Void

(difficulty 10 to absorb, three levels of health aggravated damage)

## Rituals

Not all necromantic powers are taught as disciplines. Some require more than just blood or willpower to activate. These rituals are not as intuitive as the Disciplines, but they must be taught from one necromancer to another.

Some were created by Cappadocians over years of careful study and experimentation. There are rumors that some were taught to vampires by powerful underworld sorcerers. Folk tales of vampires who made dirty bargains with Underworld kings and queens in exchange for necromantic power are part of the Classical Era. However, if there is any tangible evidence for these terrible contracts, it is not widely known. Some of the rituals belong to the Cappadocians by weight, although after the Medieval Era they were spread or stolen.

System: To perform a ritual correctly, a player must succeed on an Intelligence + Ritual roll with a difficulty equal to 3 + the level of the ritual, at most 9. The failure has no effect, but a critical failure can produce results disastrous.

## Level One

### Fox Fire

The necromancer must burn a small green candle to the bottom (which takes about fifteen minutes) and form the remaining ash and wax in a small sphere. The sphere is then placed somewhere in the person of the intended target.

Anyone who carries the sphere appears to be normal to any observer in the world of the living, but to anyone in the underworld, the target appears to be lit with a sickly green glow. Ghosts find it trivially easy to affect the target with their black magic and receive a -1 difficulty on all spell-related checks targeted at the target. The sphere remains for one hour for successful launch testing.

### Calling the Hungry Dead

Calling the Hungry Dead is a ritual used to communicate across the Shroud or to illuminate a rival. The celebrant sings and spreads a handful of black



beans. At the end of the ritual (which lasts about ten minutes), the necromancer lights a black candle and burns a single strand of the target's hair in the flame. The target is then able to hear the voices of the dead.

However, such a crude ritual provides obscure results. Unless the target is able to exceed the caster's successes on a Perception + Occultism roll (difficulty 9), the voices of the dead will be a cacophony of howling, wailing and cursing. Whether successful or not, any target is subject to a +2 difficulty on all tests related to auditory perception, and may think it is going crazy. The Call of the Hungry Dead lasts as long as the black candle remains lit.

## The Cerberus Circle

The necromancer bathes, abstains from all pleasures and comforts, even holding his hunger on a kind of diet for one night. So the necromancer wears quality clothes. He draws a safety circle on the floor, with chalk or paint and then uses his necromantic powers, confident that spirits and ghosts will not reach him.

Each success on the test subtracts the difficulty of all tests to resist the powers or influences that ghosts try to affect you in two while in the circle. Treat critical necromancer flaws as just flaws while inside the circle.

## Devour the Will of the Dead

Although medicine is advancing higher and higher levels, necromancers have begun to study surgical techniques on cadavers. This ritual is precisely about performing surgery on a corpse, so that the necromancer can extract power from there.

The necromancers remove the heart from the recently deceased victim and divide it among themselves, if this power is being done by more than one ritualist. The maximum that can be split is up to seven pieces. Everyone must eat it. If there are more necromancers in the room, then they will have to perform the same act. This increases the effects of any necromantic sorcery by an automatic success, with the exception of those that can harm ghosts, for the rest of the night. Additionally, characters also receive 1 difficulty reduction on Willpower rolls.

This ritual has two cons: In one of them, the ritualist will displease the ghost of the deceased. The second is that this ritual cannot be performed naturally by people with Humanity above 5. Characters like this suffer from Derangements for days and are at risk of losing their

Humanity on Conscience rolls.

## Death Vision

There are two schools of thought on how to conduct the Death Vision ritual. Adherents of the first school of thought conduct the ritual by dripping a few drops of blood into a dead man's eye and saying a brief prayer for his soul. Others conduct the ritual slowly and with reverence eating one of the dead man's eyes. Most necromancers have a strong preference for a method. Regardless of which method the necromancer uses, this ritual must be used on a corpse with at least one eye intact and takes approximately five minutes. The number of successes in the ritual test determines the clarity of its results.

Success	Effect
1 Success	A basic notion of death of the subject
2 Successes	A clear image of the subject's death and the seconds previous
3 Successes	A clear image, with sound, several minutes before the subject's death
4 Successes	A clear image, with sound, half an hour before death of the subject
5 Successes	Complete sensory perception from the hour that leads to death of the subject

If the player has a critical flaw, his character is attacked with vague and confused visions of his own Final Death, which will immediately trigger a Röttschreck check.

## Level Two Puppet

Mainly used to facilitate conversations with a recent deceased, although also applied as a method of psychological torture, Puppet prepares a subject (voluntary or not) as an appropriate receptacle for ghostly possession. The necromancer smears the region around the target's eyes, lips and forehead with earth from a cemetery. For the rest of the night, any appearance that

tries to take control of the subject wins two automatic hits. The effects of the ritual remain even if the soil is washed. This ritual can be performed on vampires who are in torpor, with the difference that it takes five successes to take the vampire's body.

### **Memento Mori**

This ritual torments the target with terrifying visions of its own death. To conduct the ritual, a necromancer takes a small personal token from a target. It can be a sample of body fluid, a hair or even a used one. The celebrant must dig a pit at least two meters deep and not less than one meter wide. He can use supernatural means to help him, such as Potence or Protean, but the necromancer must do the job directly and not with any other help. When she finishes burying the token, the ritual begins to take effect.

The target suffers intermittent and terrifying visions of his own death for a period of a week. Each time a target is subjected to a vision, it must test its Courage (difficulty 7). If he fails, he can do nothing but shrink in terror until the vision passes.

### **The Hand of Glory**

The Hand of Glory is a candle created with a special purpose. When the Hand is lit fifty paces from any house, all mortal residents in it will fall into a deep sleep (or remain asleep and unable to be awakened).

To create a hand, a necromancer must mummify a criminal's left hand hanged in a clay jar with saltpeter and peppercorns. After two weeks, she covers her hand with wax made from tallow extracted from the fat of a convict. Each finger (including the thumb) can be illuminated once. The Hand of Glory remains in effect as long as the candle is lit. Only blood or milk will extinguish the candle, all other means to extinguish the flames will fail.

If any resident of the household remains awake after the candle is lit, the Hand will bend a finger downward for each sleepless resident. If the player misses his test, all fingers will remain upright, but the sleepy effects will not occur.

### **Eyes of the Strix**

By implanting an enchanted eye from the corpse of





a restless soul in its own eye socket, the necromancer can permanently gain the Death Vision ability. The ritual is complex and takes an entire night to perform. At midnight, the celebrant cuts off his own eye and the corpse's eye. She then places the corpse's eye in its own eye socket and places the eye on the corpse. Vampiric healing occurs instantly, sealing the dead man's eye in its orbit.

The eye itself does not heal, however. It remains immobile and rotten on the face of the necromancer, causing its appearance to decrease by 1 when the eye is visible. Even a newly harvested eye will be blurred and will decompose in a matter of hours. This increases the difficulty of Perception checks involving worldly vision by 1. Since the eye is no longer a suitable window for the necromancer's soul, however, the Witch's Eye increases the difficulty of all Disciplines that require eye contact by 1.

The Eye of Strix can also complicate a vampire's life on a supernatural level. Any ghost whose body is being desecrated by the ritual knows immediately and is likely to be displeased with the necromancer's actions. Even if the necromancer completes the ritual successfully, the ghost maintains a supernatural connection with the Eye of Strix, making all the magic checks he makes against the necromancer to be done with -1 difficulty.

## **Level Three**

### **Noises of the Dead**

This ritual seals any space against attempts at spying by supernatural or mundane means. The necromancer draws a continuous line of ash on the floor. As long as the line remains uninterrupted, no one outside the line can hear anything going on inside. The only thing an aspiring eavesdropper hears is faint echoes from the Underworld, as described in Calling the Hungry Dead. If a listener uses supernatural means such as Auspex, he can make a Perception + Occult roll (difficulty 7) against the successes achieved by the celebrant. If he fails this test, he will be deaf for the rest of the night.

### **Storm Shield**

A necromancer can use the Storm Shield as an emergency defense against hostile ghosts. To increase the Storm Shield, a necromancer must spend a turn performing a ritual dance (Dexterity + Performance on difficulty 6, or difficulty 7 in combat). On the next turn,

the celebrant bites his lips (taking a level of bruise damage and spending a blood point) and spits on the floor in a circle. The player then rolls his ritual. If it succeeds, no ghosts can enter the circle and the difficulty for all ghosts to reach any creature within the circle using their magic increases by 2. The ritual lasts fifteen minutes or until the circle is broken.

## **Drink the Waters of Styx**

The necromancer closes the upper half of an exhumed human skull. The bowl-shaped bone is then reinforced with clay and made into a bowl. If a mortal eats anything from this bowl, any promises he makes during this time will be kept by the Specter who will torment him if he fails to keep them. In addition, the time to steal a grave, close it, turn it into a bowl lasts up to 4 hours. The object can be reused until it is destroyed.

## **Level Four**

### **Cadaveric Touch**

By singing for three hours and melting a wax figure into the shape of the target, the necromancer turns a mortal into a cadaverous scorn of himself. As the doll loses the rest of its shape, the mortal becomes cold and sticky. Your pulse becomes weak and fibrous, your skin becomes pale and chalky. For all intents and purposes, it becomes a no-brainer, with the rational capacity of a zombie. Needless to say, this can have some adverse effects in social situations (+ 2 on the difficulty of all Social tests). The effects of the ritual end only if the wax is re-solidified. If the wax evaporates, the magic is broken.

## **Spying on the Shroud**

This ritual lasts an hour and enchants a handful of ergot, mold of fungi that act as a catalyst for the second sight. By eating a pinch of mold, the individual gains the benefits of Vision Beyond the Shroud for a number of hours equal to the necromancer's Stamina score. Three doses of the enchanted ergot are created for each success in the test. Ergot is usually poisonous to some degree, the ritual removes its toxic properties. However, a critical flaw makes ergot highly toxic and instantly causes eight dice of lethal damage to any subject who ingests it, including vampires.

## **Create the Waters of Oblivion**

The necromancer must have some symbolic or physical object of the Apparition that he wishes to wound. The object must be destroyed by a cauldron of boiling water, shaped by the necromancer with bone powder and coal. After that, he periodically moves in the water until the object dissolves. When you conjure up the apparition that carried such, it will have lost all its memory and identity, becoming completely susceptible to the necromancer's suggestions. Obviously this ritual should not be used if the necromancer has questions for the Apparition.

The absence of memory remains for one night for each success rolled. This will not be able to use any of its powers to attack the necromancer and its Willpower will reduce by an amount of points equivalent to the successes rolled, temporarily.

## **Level Five**

### **Enter in the Underworld**

This ritual allows a necromancer to project his soul from his body and effectively exists as a ghost during the ritual.

Entering the Underworld requires the vampire to dress in funerary garb and surround himself with mortuary goods. She lies down and meditates from dusk until midnight. After midnight, she is released from her body. He can roam the Underworld and interact with objects and creatures as if he were a ghost for a number of hours equal to his success on his ritual test. When the ritual is over, she immediately returns to her body. Entering the Underworld cannot be used to recover objects from the Underworld.

## **Hades Costume**

Similar to Dominate 5, this power causes the necromancer to inhabit the body of a deceased. The deceased must have been dead for at least an hour. The necromancer must wear the deceased's clothes and symbolically "breathe" into the deceased's mouth. If the deceased died naked, then the necromancer must also be naked.

The necromancer then spends two blood points and enters the body. While there, he has access to the memories of the deceased, although only the most recent

ones can be clearly accessed. Distant memories may seem blurred. The skills and attributes of the deceased can also be used, but not accumulated with those of Cappadocians.

## **Hades Throne**

The necromancer must remove the femur and tibia, lowering the difficulty to use necromancy lines in one. He wraps the bone in clothes and leaves it wrapped in wood or metal, so that he is able to support the weight. Then, he builds the chair. Each of the chair's "legs" will be made by this object. Anyone who sits in the chair will lose the desire to do anything but sit there. The characters will only want to leave to indulge their most basic desires.

As soon as the victim sits in the chair, the necromancer rolls Intelligence + Occult against his willpower. If it fails, the victim will not sit. But if the victim falls for the ritual, she will do anything to stay there. The necromancer can spend more time if he wishes to create another piece of furniture besides the chair, recreating the same effects. Leaning on a table, for example, would bring on the effects of tiredness in the same way.

## **Retrieve Underworld Relics**

This complex and time-consuming ritual allows a necromancer to recover relics from the Underworld. The ritual requires the necromancer to sing for six hours while burning a replica of the relic (which does not need to be worked out or convincing). At the conclusion of the ritual, the relic will appear in the ashes of the replica. To invoke a relic, the celebrant must have seen it before. This ritual cannot be used to recover objects other than relics in the Underworld, such as the Soul Reaver Blades of the Ghost Kings.

It is unlikely that a useful relic can be removed without anyone noticing, however relics are precious and zealously guarded goods in the Underworld, and ghosts have a fantastic way of tracking down intrusive necromancers who plunder their treasures. Objects taken from the Underworld will remain in the world of the living for a full year, then return to the land without sun. A necromancer can only summon a specific relic once every hundred years.



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# CHAPTER VI

## ORDER AND CHAOS

“If no one can see that you broke the rules, what’s the problem? Or rather, if everyone agrees ... Who will blame them?”

- Luccio, i'l Diotta

The vampire is a storytelling game. Specifically, it is a horror narrative game. Horror is between the known and the unknown, and Vampire rules help you walk that line. However, the rules offer a sense of organization, fairness and consistency to the game world. The rules define facts about how the World of Darkness works, and this allows players to have certain expectations during the game. On the other hand, the data offer randomness. Whenever you roll the dice, the tension increases. What your characters do may or may not be successful. The fault is just a roll of the dice.

In this chapter, we cover the basic principles of the Narrative System for the V20 Classical Era. If you are familiar with the V20 Dark Ages or V20 Masquerade, the rules may be familiar. However, there are some subtle differences, to help emphasize the needs of the environment and the players.

### What Will You Need?

The Vampire system uses 10-sided dice. You can buy them at most game stores or buy them online. You can also use any number of smartphones or web applications to emulate dices. The Storyteller must have a handful of data. Players with starting characters must have about ten dice.

You roll dice when actions mean something important to the story. If success or failure doesn't matter in following the story, you don't need data. But if questioning success

would create tension or enthusiasm, that's where the data matters. If failure would hurt your story, consider the value of a roll of the dice. Your character's strengths and weaknesses will determine how much dice you play.

### Actions

Throughout history, whenever your character does something worth rolling the dice and you bring that tension to the surface, it's an action. Examples of actions include jumping through a window, dueling on the roof of a palace and discovering an encoded piece of the Librorum Sanguine tradition in Roman law. Most actions take a single turn to complete.

Remember that actions require rollovers. Although many conversations and basic character interactions may not be considered actions, if the difficulties are high, let the interaction at stake influence the dice and let the dice influence the interactions. An action must always complement the story, not diminish it. Any pause to roll the dice is a potential sigh in the flow of the story. To perform an action, simply tell the Storyteller what you want your character to do. He will judge the dice entry and the relevant terms. You roll the dice and look for the ones that were successful. If the action has a single test and requires only a single success, it is considered a simple action. Actions that require multiple tests and multiple successes are called extended actions.

## Reflexive Actions

Most actions require a moment of time and concentration. Your character does something actively. However, sometimes you will test for things that don't take time or consideration, usually because they are instant responses to other actions. These actions are called reflexive actions, and you perform them whenever the situation arises, while still allowing your character to perform his normal action on the turn.

For example, if your character is a victim of the Discipline Presence, he can reflexively spend a Willpower point and you can test his Willpower to resist the effects. He could then pull out a dagger and threaten his attacker as a separate action in the same turn. For most reflective actions, your character simply needs to be aware and attentive. However, different factors can cause reflective actions and each may have different restrictions and requirements.

## Characteristics

When creating your Vampire character, you determine

### The Golden Rule

When playing Vampire, you should be not here by the rules, the rules should be here for you. The most important thing is that you are having fun. Even the story comes in second place. The rules need to promote fun and history, or they are not doing their job. If you feel that a rule needs adjustment, clarification, repair or replacement, do so. There is no problem in adjusting the rules to the table situations and it is recommended that in these cases you are the Storyteller to talk to your players and in case you are a player, suggest to your Storyteller to change the rule in question. Although we have years of experience spanning hundreds of Vampire chronicles, we are not sitting at your tables and cannot tell you what is best for your story's needs. Always remember to bring the fun first.





your concept, your story and your personality. You use game features to define your specific capabilities and limitations. These characteristics use “point” ratings, usually between 0 and 5. Some prominent individuals may have more than five points in their traits. For example, Cainites of Seventh Generation or lower generally have classifications of supernatural characteristics. As a basis for comparison, these are the standard point classifications:

Rank	Description
X	Terrible, Shameful
•	Inadequate, Bad
••	Mediocre, Competent
•••	Good, Practitioner
••••	Professional, Superior
•••••	Master, Exceptional
••••••	Legendary, Miraculous
•••••••	Titanic, Mythical

## Dice Pool

When you roll the dice, add a dice for each point your character has in the relevant characteristics. Normally, you will play two characteristics, an Attribute and an Ability. For example, if the Storyteller tells you to roll Intelligence + Occultism, and you have Intelligence •• and Occultism •••, you will roll five dice. This die is called your “Dice Pools” for that single action.

Dice pools can change from action to action, as the narrator can modify the components of the move or modify the dice pool to reflect challenges and advantages in the environment. More dices generally offers a better chance of success or the potential for overwhelming performance.

Not all dice use combinations of Attribute + Ability. Sometimes you will roll Willpower, your Philosophy rating or other dice charts. As a Storyteller, choose the Attribute + Ability combinations that you think are most appropriate for the actions in question. We provide examples, but think outside the box and vary things to meet the immediate needs of the story.

## Multiple Actions

Sometimes, you will want your character to perform multiple actions in a single turn. For example, if your character is trying to listen to a conversation in a public bath while simultaneously going unnoticed by bathers,

this can be two actions.

If you want to perform multiple actions in a turn, you must decide before taking the first action. The first action is performed with difficulty +1 and -1 die. Each additional action receives +1 cumulative difficulty and -1 die. You cannot perform an action as part of a multiple action if the difficulty is increased to 10 or more. In addition, only one action per turn can be an attack action.

*Patroclus faces two centurions on their escape from the palace. He wants to push them and break the door, but he also wants to avoid their spears. Naturally, he is carrying out three actions.*

*First, he wants to avoid their spears. Therefore, his Dexterity + Athletics action is performed with -1 dice and +1 difficulty. Second, he wants to get past the guards. This is a Strength + Brawl action, performed with -2 dice, +2 difficulty. Finally, your effort to break the door will be a feat of Strength + Athletics, obtained with -3 dice, +3 difficulty.*

*The rest of the players at the table choose to perform individual actions, while Johan's player rolls his dice for luck.*

The Storyteller is the final arbiter in multiple actions. If a series of actions is not logical in the scope of the narrative, he may determine that they cannot be performed as part of a multiple action. As a suggestion, there is the possibility to modify the rule of multiple actions and instead of the character suffering penalties in the same turn, he will suffer in the next, up to the limit of difficulty 10.

## Difficulty

When rolling the dice, the difficulty determines which numbers you are looking for in that dice. The difficulty is usually between 4 and 8, but can vary between 2 and 9, depending on the circumstances. Only the rarest and most absurd actions should have a difficulty of 10. Any difficulty of 2-4 should be weighed by its value, since success is almost guaranteed. If the narrator does not provide a difficulty, assume the default difficulty of 6.

Each die that rolls a result that reaches or exceeds the defined difficulty is a success. While you normally only need a single success to succeed in most actions, additional successes mean that your character performs better and will generally have a greater effect. Achieving three successes means that your character has been completely successful in the desired task. Use the

guidelines below to create difficulties and reflect successes. There are cases where the storyteller may ask for a number of successes to carry out actions. You can see this in Extended Actions.

## Failure

If you fail the test, the action is a failure. The sword misses the target. The spy refuses to reveal his secrets. The results are not inherently catastrophic (as in a critical failure), but the action does not go as expected. A failure is defined when you have no success in scrolling.

*Consul, the Nosferatu ran in a public square to the river that crosses the city. Everyone, horrified by his appearance, saw him, but on the run, he needs to keep running. He noticed that the bridge is too far away and wants to make a jump from side to side of the river. The river is 3 meters wide, so the test difficulty is 8*

*To perform the jump, Consul will need to roll Strength + Sports. Consul will roll 8 dice, as he has 4 in Strength and 4 in Sports. Consul had 0 successes [4,3,5,6,6,3,4,2], as there was no data that reached the value 8 in the roll. Soon, Consul fails the test and falls into the river.*

## Critical Failure

Bad luck arises despite any degree of talent or skill. Any die that gives 1 reflects bad luck and cancels a single success. Therefore, if you roll five successes, but two dice result in 1, the move will only have three successes.

Worse, if the test is unsuccessful and any of the data is 1, the action is considered a “critical failure”. A critical failure is much worse than a normal failure. Not only does the action fail, but something terrible happens in the heat of the moment. The storyteller determines this event, and must belong directly to the context of the action. In an unsuccessful interrogation, for example, the interrogator may miss out on the true identity of his employer.

Critical flaws should be casualties and interesting hooks to the story. They should rarely reflect a direct injury to the character, although critical combat failures can cause this type of event. Always favor the strange and unfortunate setback as opposed to the victimization of a character. A good critical flaw must serve as food for entire stories to come.

## Ten and Specializations

A character with four or more points in an Attribute or Ability can choose a specialty. Or, if you used the suggestion described in the Skills for Specializations chapter, he may have them beforehand, at a cost.

Specializations are a refinement of characteristics. For example, a character with five Strength points can choose “lifting” as a specialty, or a character with four Archery points can choose “longbows” as a specialty. Whenever a specialty applies to a roll, any dice that result in dozens count as two successes, rather than one.

Therefore, with our survey specialist above, if he rolls 2, 3, 8, 10, 10 on a difficulty 8 test, he will normally have three successes. But if the specialization were counted, he would have five successes.

## Automatic Success

As stated, data can sometimes get in the way of action. Failure is not likely or will not affect history. In these cases, the Storyteller must consider automatic successes. An automatic success is not obtained, the player proceeds

### Difficulty

- 3 Trivial, probably not worth rolling
- 4 Easy (follow an exposed trail)
- 5 Accessible (convince a sympathizer)
- 6 Common (most actions)
- 7 Challenging (find something quickly)
- 8 Difficult (convincing an enemy)
- 9 Extremely difficult (juggling with weapons)

### Success Margin

- 1 Bad success: you get what you want, but at a cost, potential consequences and imperfections
- 2 Moderate success: you get what you want, but with a cost, consequence or imperfection
- 3 Complete successes: you get what you want
- 4 Exceptional successes: you get what you want, beyond expectations
- 5 Phenomenal successes: you do what you want perfectly, a unique movement and far beyond expectations



as if he had a single success. As a suggestion, consider automatic success whenever the dice pool reaches or exceeds the target difficulty.

Automatic successes should not be used when important characters are contesting each other or an injury is at stake, as in a fight scene. Likewise, always roll when Philosophy classifications are involved, they should never automatically be successful. However, automatic successes are not necessary. If the player wants to take the test anyway in the hope of achieving greater success, he can. Another way to guarantee success in an action is to spend a Willpower point before taking an action (Chapter 7), which guarantees a successful test. This success cannot be canceled by a 1.

## Extra Attempts

Often, a failed action is not the end of the world and the character can reasonably try again. However, frustration and complexity make repeated attempts more difficult. Each successive attempt increases the difficulty of the action by 1. If this increases the difficulty to 10, the action is very difficult for the character and he cannot try.

As the storyteller, consider the ramifications of the history of repeated attempts. Is time essential? Will failure have a cost? If the stock had no bets for failure, why did it need a test in the first place?

## Complications

The basic rules of data above will guide you through most actions. However, these optional adjustments and permutations can add complexity to your game. These are tools to improve your narrative and the execution of your stories. In the next chapter, we provide several rules specific to each situation.

## Extended Actions

Sometimes, actions do not fall within the scope of simple actions. Some actions take time and have complexity that goes beyond a single test. These are called extended actions. In an extended action, you roll your dice pool several times, with each move reflecting a defined time interval in an attempt to accumulate a target number of successes.

For example, if your character tries to influence public opinion about a vote within the Senate, you can make a Manipulation + Subterfuge or Expression roll, requiring 10 total successes. The scrolls represent past weeks, during which your character sows rumors and sows disagreement against the senate. When performing an extended action, you generally receive as many shifts as needed, unless mitigating factors limit the amount of time allowed. However, a critical failure during a prolonged action means that you have to start over or possibly cannot proceed as planned.

As a narrator, determine the time interval required for prolonged action, as well as your dice pool, difficulty and necessary successes. Determine the interval for the minimum amount of time that the character could realistically finish the action, in perfect circumstances. The most demanded successes reflect more complicated actions. Most reasonable activities should not require more than 15 to 20 successes, only the most epic efforts should go beyond that.

## Resisted Actions

If two characters work against each other, a simple action with a difficulty may not be enough. These cases call for resisted actions. In a resisted action, both players roll their dice pools. Their difficulties are determined by the dice or characteristics of others, up to a limit of difficulty 9. Who achieves the greatest number of successes. However, the number of successes in which the winner exceeds his opponent determines the degree of success of the action. Therefore, if you have five successes and your opponent has two, your action will be successful as if you had three successes. In the event of a tie, none of the characters is successful.

Actions can be resisted and extended. In these cases, both players make repeated moves until they reach the target number of successes.

## Teamwork

Sometimes the characters work together for the same purposes. These efforts are called teamwork actions. When doing a teamwork action, assign a character to act as the lead. All other players roll first. His successes add data to the data pool of the chosen one as the principal.

Some rolls may not share the same dice sets. For example, if one character acts as a distraction while

another sneaks through a crowded corridor and steals a patrician, the player of the distracting character can roll Charisma + Expression, while the player of the fleeing character can roll Dexterity + Streetwise.

In these cases, the Storyteller can set a limit on the number of characters that can assist in the action. For each character that exceeds that number, all players must roll on cumulative +1 difficulty.

## Using Storytelling System

As stated, these tools are just that. Mix and match them to suit the needs of your story and the interests of the players. If players want to keep their dice to a minimum and prefer to portray their characters, avoid prolonged actions. If you think it is not in the story for certain narrator characters to have a chance to outperform players' characters, do not use resisted actions.

## Time

The narrative system divides time in a few different ways, primarily for the purpose of determining how long an effect ends. Outside of combat shifts, these times are all very abstract and boil down to the narrative framework and the relevance of the story.

**Turn** - The time it takes to perform a simple action. This is between three seconds and three minutes, depending on the pace of the scene.

**Scene** - A scene is a dramatic unit of history. It is an event, in a place, at a time. Usually, when the location or characters change significantly, the scene changes. A scene is divided into as many turns as needed.

**Chapter** - A chapter is a sophisticated way of referring to a typical gaming session. A chapter is a series of scenes, which come together to tell part of a comprehensive story.

**Story** - A story is a short story complete with an arc that progresses and ends over one or more chapters.

**Chronicle** - A chronicle is a series of stories, featuring mainly the same characters, comprehensive storyline

or themes. A chronicle can be the story of a city, a dynasty or any other extensive series of stories told in many game sessions.

**Downtime** - The downtime happens "out of the camera" and is described in outline, instead of receiving detailed playback time. Downtime usually happens between scenes, chapters and stories. Downtime is a tool to cover up the tedious aspects of a story, reflecting the types of periods that would be ignored with a time stamp in a book or television program. Downtime ends the moment something dramatic or important begins.

## Example

Chrystian, the Storyteller, brought his friends together for a **V20 Classical Era** game. The game takes place in the city of Rome, Roman Empire, in 100 BC. The players Filipe, Raphael, Fabrício, Abílio, Ale Zabeu, Higor and Celly are newly embraced in the game.

Filipe is Lucca di Bianco, a Toreador renowned for his cuisine. Raphael is Demetrius, a Brujah scholar. Fabrício is Quinto Fabiano, a Capadoccian. Higor is Persephone, a Ravnos. Ale is Little Leg, a Nosferatu. Celly is Ambrosia, a Malkavian. Finally, Abílio is an Assamite named Yesh.

That same night, the Quaestor summoned all participants to the challenge he had proposed at Elysium. All participants should be under seventy years of age and could not count on the help of their masters, as the first phase of the challenge applied would be to capture one of three well-trained ghouls that would be scattered throughout the city. Whoever was successful would move on to the second phase and run for the Flagellum. Everyone waits in a tense way for the Quaestor to be released, to seek the ghouls as lions hunt their prey.

*Demetrius and Ambrosia proposed an agreement for Little Leg and Persephone, which would help them as long as they could count on their alliance while they were a Flagellum.*

*On the other hand, in the same Elysium, Lucca di Bianco would not participate in the challenge, since his master is a Recipe and because he is a member of the Toreador, he considered the Flagellum's position "too low" for the position of his clan. Therefore, he offered a help proposal to Quinto Fabiano, who was paying close attention to each of the members of the Elysium. While Fabiano attentively*



*observed the other participants, Lucca spread rumors about the ghouls and the regions he was in, so that he could cause confusion in the search for other members.*

Quinto Fabiano had some time while observing each member, so he performed a Perception 3 + Alertness 2 roll, difficulty 7 to record the face of each participant. Fabiano had three successes, 6, 7, 10, 9, 2 on the roll and managed to memorize the faces of the participants. Fabiano also concentrated on Auspices 1, Heightened Senses to try to record the smell of the ghouls while they were present at Elysium, in the early evening. This time, an Intelligence 3 + Readiness 2 test (difficulty 8 minus Fabiano's Auspex), obtaining four successes, 2, 6, 9, 8, 7. Quinto Fabiano managed to memorize the aroma of vitae, metal and wine.

While watching, Lucca spread rumors. To sound convincing, Toreador performed a Manipulation 2 + Subterfuge 2 roll (difficulty 7), getting 2, 5, 4, 7.6 - just a success. His rumors reached the ears of the other competitors, although some of them did not believe it.

Ambrosia, Little Leg, Demetrius and Persephone listened to the rumors and planned very well the path they would take to follow the tracks of one of the ghouls. So they did a team action. Little Leg was defined as the main one for the action and each of the other characters rolled Wits + Streetwise (difficulty 6) to define the best path. Demétrio had 1 success, Ambrosia had 0 success and Persephone had 2 successes. Naturally, Little Leg has Wits 3 + Streetwise 2, adding 3 more dice to the roll. With this, the little leg rolled 8 dice 2, 6, 6, 7, 2, 3, 9 e 1. During the planning, Little Leg took 4 successes, but had 1 natural and because of this, canceled one of his successes, leaving him with only 3. In general, the group managed to plan well the path they would pursue.

*The Seneschal released all the Neonates to follow their paths. They would have three nights to bring the ghouls. Little Leg's group went to the Decadent District, while the duo Quinto Fabiano and Lucca went to Freedom Fields.*

As they walked along the main avenues to reach the Decadent District, Little Leg crouched down, using Feral Whispers, rolling Manipulation 3 + Animal Ken 2 (difficulty 7) to ask a street dog to follow the trail of one of the ghouls, describing the exact

characteristics over there. With two successes, Buster got enough successes for the dog to understand his request.

*The group of Busters and Persephone followed the dog directly, until they approached a dark and long alleyway, which was in the center of several houses.*

*"Friends, I believe we came" whispered Little Leg apprehensively. "I must go ahead, stay close behind."*

*While walking cautiously, Little Leg was unable to dodge an arrow that hit his heart exactly, falling flat on his back, paralyzed.*

Little Leg declared his stealth action, rolling Dexterity 3 + Stealth 1. Little Leg had 0 successes, so he was walking and making noises. Because of his noises, one of the ghouls that was hidden in the shadows, at the end of the dead end street, moved to shoot an arrow. All players made Wits + Alertness tests (difficulty 7) to notice the movement coming out of the shadows.

Ambrosia has Wits 2 + Alertness 2, rolling 2, 2, 6 and 5. Persephone has only Wits 2 rolling 5 and 3. Demetrius has only Wits 3, rolling 6, 8 and 1.

None of the characters managed to notice the movement of the opposing ghoul, who was in the shadows, dividing two actions with Dexterity 3 + Stealth 3 (difficulty 7) and a shot with Dexterity 2 + Archery 3 (difficulty 9). The difficulty of the test increased by +3 due to the shot in the heart. In the first test he obtained two successes, being 2, 7, 4, 1, 8 and 6. In the second test, he obtained exactly three successes with the expenditure of a Willpower, rolling 2, 9, 3, 10 and 6.

The damage applied to Little Leg was 4 dice of lethal damage, obtaining three successes. Little Le rolled Vigor 3 (difficulty 6) to resist, achieving zero success and becoming paralyzed with the arrow in his heart.

*His allies automatically lifted him up, removed the projectile from his chest and noticed the ghoul's action, running away.*

*"Are you OK friend?" - Demetrius asked.*

*"We have to get him! He will run away!" Exclaimed*

Persephone.

"I'm going through the roofs, Obfuscated" - said Little Leg and stood up, entering the residence next door and climbing the roofs.

"Who among us is the most resistant?" asked Demetrius. "Persephone?" replied the Malkavian doubtfully.

In secret, the Malkavian Ambrosia made a Perception 3 + Alertness 2 (difficulty 8) test, achieving 1 success, hearing some heavy footsteps on the roof that were not Perinha's.

"The roof! There's someone up there!" - Ambrosia said, causing the two to look up.

As soon as they raised their heads to watch, they could only catch a glimpse of a man throwing a cauldron of hot oil at both three. In order to have a chance to dodge, it was necessary to have a Wits + Readiness test from each one, where only Demetrius failed. With only a reflexive action remaining, Ambrosia opted to dodge, but Persephone chose to try to save Demetrius, using her Celerity.

Persephone then used his Speed data on his roll. Then, he made a Dexterity + Athletics test (difficulty 8). Since the damage from the hot oil is aggravated, the Storyteller chose to allow each success that Persephone had to withdraw a damage dice taken. The action was successful, although Demetrius took 2 Aggravated while Persephone absorbed 1 with his Fortitude, taking only 1 Aggravated.

Little Leg managed to hit the roof in two shifts. As soon as he caught sight of his enemy, he ran with his sword, hitting him and pushed him off the roof.

In order to be fast enough to reach the roof, Little Lag had to roll Dexterity + Athletics (difficulty 5) and in order to be able to hit his target, a Dexterity + Melee roll (difficulty 5) was required, as he was at target's back.

As soon as he was successful, Little Leg slashed his opponent's chest with his sword and pushed him, causing him to fall four meters high on his head on the ground and turning into a completely broken body. Then, the four Neonates chose to return to Elysium, thinking that that would be the captured ghoul. They were foolish because they hardly knew they were completely mistaken.

In another part of the city, Lucca di Bianco walked

calmly with Quinto Fabiano. Both had the idea of bribing guards using a bag of coins in their hands. As soon as they approached the guards, Lucca started a conversation.

"Night, gentlemen! I would like to pay for your service to capture someone for us. "

"We are listening. Give us your proposal. " - Said one of the three guards.

"Yeah, someone stole my dagger!" - Quinto Fabiano interrupted the conversation while feeling nervous.

"How is it? Did someone steal your dagger?" - Said the guard while the other two were suspicious of Fabiano's sudden reaction.

"Yes, it was a century-old dagger, passed from father to son." - Lucca said, trying to fix the situation and then removed the bag of salt.

"Save this. We will investigate what happened, then you will pay us. " - Said one of the three.

As soon as he approached to draw attention, Lucca took a Charisma 3 + Expression 2 (difficulty 6) check. Obtaining two successes, he captured the attention of the guards. Although Quinto tried to help, his Manipulation 2 + Subterfuge 1 (difficulty 6) roll failed and increased guards' distrust. Lucca, in an attempt to correct his companion's error, made his Charisma 3 + Labia 2 check, activating Presence 1 - Awe and reducing the difficulty from 7 to 6 again. Lucca had two successes on the Charisma and Performance test and three successes on the Charisma and Subterfuge test.

The five walked down the avenue, looking for possible trails, approaching the Freedom Fields. As soon as they got closer, they noticed the change of environment. The houses were beginning to look unkempt, spaced out, with weeds growing between them. The street was no longer made of stone, but of clay. The people were of a lower class and probably very poor, worse than the slaves that Rome conquered.

While they were walking, at one point the guards saw a man, in dark Persian robes and with a dagger in his hands, standing over one of the ghouls, still alive and crawling.

"Take it! It's him! He stole my dagger!" Shouted Quinto Fabiano, as soon as he noticed that that was the ghoul he was looking for.

The men went on the attack, surrounding the one holding the dagger. To Quinto Fabiano's surprise, the daggerman



*fought like a dance, dodging attacks and making sure hits. When he finished killing the guards, Quinto Fabiano and Lucca ran off in a rush.*

When they saw the fall of the paid guards, they both decided to run. In a Dexterity + Athletics test (difficulty 5), after all, they were running across the street. While running, Lucca used his Celerity to gain extra actions and run beyond normal, leaving Fabiano behind.

*Arriving on one of the quiet streets, they stopped to rest and see where they were going. Then, a head was thrown next to them. It was the head of one of the guards and the Persian man was not at all satisfied with that.*

*Although one of the groups was in Rome, Yesh was in Alamut studying to become an Assamite. So he had no idea who the characters mentioned above were or what was happening in Rome. His training had been intense for the past five years and Yesh had to do his best to continue with the strict Assamite training.*

*In Alamut, there was Yesh, studying each of the Assamite scrolls so that he could become a Vizir. Its creator, Reshef taught him Philosophy, taught him about the clans, the moral and ethical concepts of the Assamites, the history of the clan, concepts created by Haqim and basic knowledge of the clan's Disciplines and Occultism.*

During the years he stayed in Alamut, Reshef taught his young. Reshef was taking an Intelligence + Philosophy roll (difficulty 9) to teach his young. Each month guaranteed an xp point so that Yesh could make it available on his sheet.

*Yesh followed the Assamite rituals, was part of the training. In one of them, tutors released weak opponents of humans or Cainites to run through the mountains near Alamut while the Neonate Assamites had to hunt them down. Then, the training levels increased. Neonate had to learn to capture their creators.*

To quickly find his targets, Yesh had to roll Wits 3 + Investigation 1 (difficulty 7). Yesh guaranteed himself three successes, managing to pass the capture test. However, the fight against one of them was disastrous, making him fail the challenge.

*Each time he failed a task, Yesh was disciplined and*

*punished. Yesh was tortured psychologically to withstand the greatest types of pressure and control over the Beast. Assamite training is rigorous and intense, not giving many chances to those who cannot resist.*

The young Neophyte passed the tests of switching from Humanity to Philosophy. His Virtues changed to applied Philosophy and Yesh's thought was shaped to value his Assamite brothers.

*Yesh was taught to practice the Philosophy of the Blood while in Alamut. He was indoctrinated to understand that his only companions and allies were the Assamites. He learned to use his Disciplines and his knowledge to his advantage until he was released from Alamut. Time passed, but Yesh was consecrated an Assamite. When he left Alamut, Yesh rode with his Lord to Rome, for there they had a mission.*

## Example of Rolls

The Storyteller rule system is designed with flexibility in mind and, as a result, there are about 270 combinations of Attributes and Abilities. This scary number is just the beginning - you can certainly build more skills if needed. The following play examples are intended to give you an idea of the possibilities that can arise in a game.

- You were on guard at your haven all night after your rival publicly threatened you, and it is almost dawn. Roll Vigor + Alertness (difficulty 9) to keep an eye on the day.
- You want to prove your worth in the Pater Patriae hunting party and bring a pair of newly trained dogs to show off. Roll Wits + Animal Ken (difficulty 7) to keep them under control.
- You found the perfect gift at the bazaar that will get the attention of the lady you are trying to seduce. Roll Manipulation + Commerce (difficulty 6) to bargain the price for something you can afford.
- You were always quick with a needle, but tonight you need to be able to pass yourself off as a member of the nobility. Dexterity + Crafts Test (difficulty 8) to transform your old dress into something modern enough to fit on "modern" nights.
- You honor the Pater Patriae by measuring his smile

and tone when he introduces himself, your survival depends on how good the first impression you can make here tonight. Roll Appearance + Etiquette (difficulty 7).

- The frown on the Immune's face is never a good sign. Roll Wits + Empathy (difficulty 5) to determine if you are the one he is unhappy with.
- You have intercepted a letter that you are sure contains information that would be useful to blackmail your enemy. Roll Intelligence + Philosophy in Enigmas (difficulty 7) to break the code in which it is written.
- Several residents have died and the rest are getting nervous, but no one wants to talk about it. Roll Wits + Heart Wisdom (difficulty 6) to decipher the amulets and shields that the villagers displayed to determine what they think is happening.
- You got their attention, now to convince them to do what you want or risk getting hit on the head. Strength + Intimidation test (difficulty 6).
- You know they are going to try to move in tonight's celebration. You are just not sure who is a member

of the conspiracy against the Pater Patriae. Take a Perception + Investigation check (difficulty 8) to observe the subtle signs of body language that give you away.

- You took the lead when the bloodhound was called for your lord, and now you must prove that you are capable or risk your own position in the city. Test Charisma + Leadership (difficulty 7) to convince others to follow you.
- Entering prison is not a problem, but unlocking your circle mate's irons will require the key hanging from the guard's belt. Dexterity + Stealth roll (difficulty 8).
- You didn't mean to drink so deeply and now he looks a little pale. Roll Intelligence + Medicine (difficulty 6) to determine if your victim can still recover.
- You have studied the various things that happen during the night since before your Embrace, but that is beyond your experience. Intelligence + Occultism roll (difficulty 9) to identify your weaknesses.
- You practiced for this presentation at Elysium for weeks. Dexterity + Performance test (difficulty 6) to





match each note perfectly.

- It is not how fast you can walk, but how good you are doing it. Roll Appearance + Ride (difficulty 5) to impress others with your horse skill.

- Do you want to prove to the Senate that the set of laws that benefits the commoner is valid? Roll Charisma + Expression (difficulty 7) to be able to convince them.

- You did not intend to raise the alarm, but now the guards of a patrician you have angered are standing and looking for you. Vigor + Stealth roll (difficulty 8) to stay still and hidden until they give up and the streets are clear enough to reach a safe place.

- You did not intend to be in the forests without

shelter, but now you need shelter somewhere that hunters not far from you will not discover. Perception + Survival roll (difficulty 9) to find a suitable place to hide during the day.

- You saw the ritual performed by a Strix in the dead of night from the shadows. You know that the ritual will be to harm the Pater Patriae, but you have never seen such a ritual and you do not even understand what was done there. Roll Intelligence + Ritualistic (difficulty 8) to understand the ritual process.

- There is a new religion emerging in the city, apparently it is of Egyptian origin and has started to compete with yours, of Roman origin. You went to the newly built Egyptian temple. Roll Intelligence + Religion (difficulty 7) to find out what the myths say and what religion is preached there.









# CHAPTER SYSTEM AND DRAMA

“The most important stories are the ones that give us an ounce of what we wanted to hear them: Emotions.”

- Emonathe, the Sage Traveller

This chapter covers specific mechanics, including general dramatic systems, combat, injuries and recovery. If you create a resolution system that you like best, use it for sure, as discussed on p. 306 (“The Golden Rule”). Furthermore, particularly when it comes to social actions like seductions and diplomacy, data should never get in the way of RPG, they should just complement it.

## Dramatic Systems

Dramatic systems simplify the narrator’s work by providing rules for a range of common activities. Any character who is trying to perform a task will add an Attribute with a Skill and roll that number of dice. Each die that hits a result greater than the difficulty attributed to the test counts as a success. If a task falls within a character’s specialty (p. 308), that character gains two successes instead of one for every “10” the player achieves on his roll.

The list of systems below is not exhaustive, but it does provide a basis for events. For tests involving Talents and Skills, characters without a specific Ability can use the Attribute on which the Ability is based. Skill-based actions have the difficulty of your checks increased by one. Talent-based actions do not impose penalties. Knowledge checks cannot be taken without the relevant Skill.

Most of these systems involve taking one or more actions (p. 307) in one or more shifts. Most rolls can be retried if

previous attempts are unsuccessful. Subsequent efforts may suffer a difficulty penalty (see “Extra Attempts”, p. 309).

## Automatic Actions

Automatic actions that the character performs an action, but do not involve a test in most circumstances. The following are common automatics (see page 309).

## Using Blood (Heal, Bloodbuff, etc.)

Vampire characters can spend blood to heal, concentrating for one turn. When using the turn specifically for blood expenditure, the character succeeds in the desired effect. However, the character can try to spend the blood points reflexively and still perform other actions during the turn. Reflective healing requires success for each blood point spent on a Stamina + Survival roll (difficulty 8). The same test is done with difficulty 6, if the character only wants to increase one of his attributes. Failures mean that the vampire loses all blood points spent without getting any effect, while a critical failure causes the vampire to lose an additional blood point and an additional health level.

When choosing to increase Attributes, or heal, the player must define how many blood points he will spend for this task. Each success allows you to use one point

spent. In the case of healing, each success allows the character to heal a point of Vitality in the case of Lethal or Contusive. Spending blood to use Disciplines is done automatically. A character can spend an amount of vitae equal to his rank per turn, as dictated by his Generation (p. 328).

**Example:** Mikhail was attacked by wild dogs while fighting a Nosferatu in the forest, near Byzantium. Even though he ran away and was still injured, Mikhail needs a quick cure to continue his escape. Mikhail currently has 5 injured Vitality points. As a member of the 7th generation, he is able to spend 4 blood points per turn. Mikhail will then roll Stamina 3 + Survival 2 (difficulty 8). In the test, Mikhail used Willpower and obtained 3 natural successes. Therefore, adding to the Willpower, Mikhail managed to heal 4 Lethal Vitality points, being able to continue his race without penalties.

## Getting Up

Characters can get off the ground in one turn without making a roll. If a character wants to get up while doing something else on the same turn, he must perform a multiple action (see “Multiple Actions”, p. 307) with a Dexterity + Athletics check (difficulty 4).

## Movement

A character walks 7 yards / meters per turn. If running, a character moves at (12 + Dexterity) yards / meters per turn. If you run fully, a character moves at (20 + [3 x Dexterity]) yards / meters per turn. Characters can move up to half their maximum running speed and then attack or perform another action.

Another action is possible while moving, but each yard / meter moved subtracts one from the dice pool of the other action. Note that injured characters cannot move at full speed. Also note that Speed changes the character’s movement speed. Add the appropriate Speed modifiers during race tests or the specific effects guaranteed by activating the Discipline, as in level 2 of Celerity.

**Example:** Mikhail has already healed, but is running at full speed to escape the wild dogs that are now chasing him. Because he has Celerity 4, the vampire is able to use Relentless Runner to assist in his escape. Because he has Dexterity 3, Mikhail runs 29 meters per turn (20 + [3x Dexterity]), but by activating Celerity 2, he will run 5x his Discipline level in meters (20 meters). This Kindred will then run 49 meters in a single shift, being able to escape with ease from wild dogs.

## Travelling

A carter can travel up to 40 miles / 65 km in one day. Merchant caravans traveled more slowly at 15-30 miles / 30-50 km per day, while couriers with a change of horses along the route could go up to 60 miles / 95 km per day in ideal conditions despite poorly maintained mountains, weather and roads diminish even the most experienced traveler.

## Drawing a Weapon

If the character wishes to prepare a weapon while doing something else in the same turn, the player must reduce his dice pool (see “Multiple Actions”) and test Dexterity + Melee or Archery (difficulty 6) for the preparation attempt. If the character has the Secondary Ability “Quick Draw”, he can test it by avoiding the division of actions during the turn. If there is a failure, then he will have to perform the previous test.

**Example:** Ryan has Dexterity 3, Melee 2 and Quick Draw 3. On the same turn that he runs towards his opponent, Ryan wants to draw his sword. Then, Ryan will roll Dexterity 3 + Quick Draw 3 (variable difficulty), needing to have three successes. If he fails, Ryan will have to check Dexterity 3 + Melee 2 increasing the difficulty by +1 and losing 1 on his dice pool.

## Prorogue Initiative

The character allows another character with the next highest initiative to act. He can still act at the end of the shift. If all the characters (player and narrator) give in during a turn, nobody does anything in that turn.

## Physical Actions

These systems cover actions involving Physical Attributes. These talents usually require a test. At specific levels, Celerity, Fortitude and Potence can be added as extra data to Physical Attributes when doing many of these tests.

## Weight Capacity [Strength]

A character can carry 20 lbs./10 kg per point of Strength without penalty. When exceeding this total, the difficulty of each action involving physical abilities



increases automatically by one due to the weight. In addition, every 20 lbs./10 kg over the limit halves the character's basic movement). A character with a total weight equal to twice his Strength allocation cannot move. This system is a guideline, so the narrator should not ask for a charge calculation every time his character gets a pen.

### **Climbing [Dexterity + Athletics]**

Climbing is usually an extended Dexterity + Athletics test. For an average climb with available handstands and natural complications, your character moves 3 yards / meters for each success. The narrator adjusts this distance based on the difficulty of climbing (easiest: 5 yards / meters per success, most difficult: 2 yards / meters per success).

The number of support points and environmental factors can affect the displacement rate. A short and difficult climb can have the same difficulty as a long and easy climb. The prolonged action lasts until you accumulate enough successes to reach the desired height. If you fail a climbing test, your character may slip, get stuck, or fall. If the character creates claws with Protean, builds bone claws with the power of Vicissitude, or a similar power to help him, all climbing difficulties are usually reduced by two, if not specified in the Discipline effect.

### **Conduction [Dexterity / Wits + Riding]**

A Driving check is not necessary to drive a carriage under normal circumstances, assuming your character has at least one point in Riding Ability. Bad weather, vehicle speed, obstacles and complex maneuvers can require moves even for the most competent driver. Specific difficulties based on these circumstances are the responsibility of the narrator, but they should increase as the conditions become more dangerous.

For example, the difficulty of rolling to ride in heavy rain or heavy traffic is increased by one, but going fast while trying to lose pursuers increases the difficulty by three. A test failure indicates problems, requiring additional testing to avoid hitting or losing control of horses or oxen. Characters who have no riding skill points need a test for almost any change in course or procedure when controlling a vehicle. In a critical failure, the driver can lose control of animals and transport.

## **Hunt [Variable]**

For every hour the vampire spends looking for human prey, allow the player to test against a difficulty based on the area the vampire hunts. The combination of Attribute and Ability used must match the character's hunting technique. For example, Appearance + Subterfuge can represent a sensual encounter in a tavern, while Wits + Streetwise can be a deadly game of cat and mouse.

Area	Difficulty
Slave Fields, Lepers District	4
Plebe District	5
Shopping District, Markets	6
Patrolled Areas, Patrician District	7
Senate District, Highly Patrolled Areas	8

Success on this test indicates that the vampire has captured his prey and can now ingest as many blood points as he wishes to take from the victim (or, if the narrator prefers, the value of a single blood point die). Failure indicates that an hour is spent and fruitless, while a critical failure indicates a complication, such as being caught by guards while eating.

If the character captures prey, but currently has fewer blood points on its body than [7 - Self-Control or Instinct], the character is considered hungry and a frenzy check (p. 349) is required. The player tests Self-Control to see if the character goes into a frenzy, or Instinct to see if the character can control his frenzy while feeding. If the player fails, the character continues to devour the mortal until he is completely satisfied, the victim dies or somehow manages to regain control.

The Background of Fame and Domain reduces hunting game difficulties by one per point (to a minimum of 3), while an appropriate Herd Background adds one dice per point. Storytellers can increase hunting difficulties for particularly inhuman vampires, as they find it difficult to mix with the crowd.

The storyteller can also order some Manipulation + Blood Mask (Secondary Ability) rolls to allow vampires to pose as mortals and then be able to hunt using standard methods.

## Lockpick [Dexterity / Perception + Streetwise]

Burglary can range from entering a home, unlocking a door lock to even chests. Lockpick rolls can vary from 5 (standard locks) to 9 (Caesar's Chest), depending on complexity. Certain tasks may require a minimum level of Streetwise for the character to have any chance of success. Remember that most unlocking tasks require other tools. In a critical failure, the character's attempted invasion goes terribly wrong. Establishing security measures is a standard action, but multiple successes in the effort increase the quality of the system, increasing the difficulty of breaching it.

Although the locks are still undergoing great development in Rome, there are chests and doors that only open after solving a puzzle such as pressing buttons, pressing or moving plates. If this is the case, the character must roll Intelligence + Philosophy (Enigmas) with the difficulty desired by the narrator to solve that opening.

## Jumping [Strength ou Dexterity + Athletic for a running jump]

Jump moves are made against a difficulty of 3. Each success in a jump move casts your character 20 inches / 50 cm vertically or 1 yard / meter horizontally. A character should normally understand more distance than the distance he is able to jump between him and his destination. In case of failure, the player can make a Dexterity + Athletic check (usually versus difficulty 6) to allow the character to grab onto a ledge or other safe place while falling. On a critical failure, your character may slip over the precipice, jump straight into a wall, or fall to his doom. If the player makes a Perception + Athletics roll (difficulty 6, three successes required) before attempting a jump, he can assess how many successes are needed to make the jump.

Disciplines such as Celerity and Potence can be added as automatic successes during jumps or as extra data according to the chosen levels. The Storyteller must be the final arbiter as to whether or not to add.

## Elevate / Break [Strength]

The graph below provides the minimum force required to lift multiple weights or break objects without a dice roll. Lower Strength characters can roll Willpower (difficulty 9) to affect weights greater than their Strength levels allow. Each success advances the character by one

level on the graph. These are called Feats of Strength, as the character manages to exceed his common limit for doing unbelievable things.

Potence, Celerity and other Disciplines can help the character to obtain the necessary Strength to achieve what he wants in the table, although as in Jumps, the storyteller will be the final arbiter in this regard.

Strength	Description	Weight (kg)
1	Throw a rock	20
2	Breaking a wooden chair	40
3	Breaking a wooden door	115
4	Breaking a wooden board	180
5	Fold a sword	295
6	Throw a pony	360
7	Throwing a common horse	410
8	Throw a workhorse	465
9	Punch through a simple, stone wall	545
10	Break a metal door in half	680
11	Punch through a reinforced gate	910
12	Lift a small portcullis	1360
13	Throw a crowded rust	1815
14	Throw a boat	2265
15	Throw a catapult	2720

Characters can work together to lift an object. This is a test of teamwork for which individual players play separately and combine any resulting successes. Getting up is all or nothing, if you fail the test, nothing happens. At the Storyteller's discretion, your character's Effective Strength can be increased if all he wants to do is drag something a short distance instead of catching it. On a critical failure, your character may try too hard and get hurt.

## Opening / Closing [Strenght]

Opening a door with brute force requires a Strength



check (difficulty 6 to 8, depending on the material of the door). A standard internal door requires only one success to open or close tightly. A reinforced door takes five hits. The characters can accumulate these successes in an extended action. Although teamwork is possible, a door can still be forced to open through the repeated hammering of a single individual. A critical failure causes a health level of lethal damage to your character's shoulder. Certain doors (metal doors and the like) may require a minimum of Strength just to make an attempt.

### **Pursue [Dexterity + Athletics / Ride]**

Generally, motion calculation can automatically resolve the chase, if one part is clearly faster than another, the faster part will capture or evade the slower part eventually. However, dramatic situations can occur if two characters move at almost equal speed or if one character loses the other or reaches a safe place before catching him. In these cases, use the system below.

The basic search is an extended action. The target starts with a number of extra natural successes based on the distance from the stalker. This is divided as follows: on foot, an extra hit for every 2 yards / meters in front of the pursuers. On horseback, the character achieves an automatic success for every 10 yards / meters in front of the pursuers. The target and the pursuers make the appropriate roll (depending on the type of pursuit) each turn. When the stalker accumulates more total successes than the target, he reaches out and can take other actions to prevent the stalking.

As the target accumulates successes, it gains distance from its pursuers and can use that leadership to lose its opponents. Each success the prey accumulates beyond the stalker's total actions adds to the difficulty of any Perception check that a stalker must make to remain on the target's tail. The narrator can ask the stalker to make a Perception check at any time. If the stalker fails this check, he misses his target, which can successfully escape. In a critical failure, the chase loses its prey immediately, and may end up in a dead end or a trap.

### **Ride [Dexterity / Wits + Ride]**

A roll is not required to ride under normal conditions, assuming your character has at least one point on Ride Ability. That said, bad weather, the horse's temperament, pace and terrain can challenge the most competent riders. Specific difficulties are with the narrator, but they should increase as the conditions become more dangerous. For example, walking on rough terrain adds

one to the difficulty of the test, but doing so quickly increases the difficulty by three. A test failure indicates problems, requiring additional testing to maintain control or prevent a fall. On a critical failure, the character may fall and be injured.

### **Follow [Dexterity + Stealth / Ride]**

Following someone requires that your character keep an eye on the target without being noticed. At the storyteller's discretion, or if the target suspects he is being chased, the target's player may make a Perception + Alertness roll whenever he has a chance to spot his back. The pursuing player opposes this with a Dexterity + Stealth roll (or Dexterity + Ride, if on horseback). The difficulty for both tests is usually 6, but the conditions (crowds, empty streets, etc.) can change it. The target must obtain at least one more success than its pursuer to locate it. If you do, he can act accordingly. Persecutors who have trained together can combine their separate tests into a total success.

### **Sneak [Dexterity + Stealth]**

A character uses Dexterity + Stealth to withstand Perception + Alertness checks from anyone able to detect their passage (difficulty 6 for both checks). Unless observers obtain more successes than the sneaky character, he goes undetected. Noise, unprotected equipment, lack of coverage or large groups of observers can increase the difficulty of Stealth. Guard patrols or higher vantage points can add data to Perception + Alertness checks. In a critical failure, the character performs an act that compromises his stealth.

Note that vampires who use the Obfuscate Discipline may not have to be tested, unless her perceiver has sufficient Auspex levels. Then, both may do a contested roll to see who can win.

### **Swimming [Stamina + Athletics]**

Swimming requires a Athletics check, and long-distance or long-term swimming requires successful swimming moves versus a difficulty determined by water conditions. The first test is only necessary after the first hour of continuous activity, and only one success is needed. If a check fails, the character loses ground, perhaps pulled off the course by a chain. If a roll fails, it starts to sink or may even be hit by a reckless ship.

Vampires most of the time need to work hard to swim. Since they are dead bodies, they sink into the water and

can avoid this with the Swimming Ability. Normally, the difficulty for swimming tests that a vampire performs is equivalent to +2. Each point in Swimming reduces one of difficulty to a minimum of 3. Points beyond the third only add more dice. If Cainites are caught in shallow water during the day they will suffer damage from sunlight (suppose a submerged vampire has protection equivalent to under cloud cover) it will still catch fire, even below the water. In very deep waters, vampires may even dodge the sun, but will suffer from the effects of pressure. Maybe Protean can save them.

### **Throw [Dexterity + Athletics]**

Objects (knives, plates) with a mass of two pounds / one kilogram or less can be thrown at a distance of Strength x 5 yards / meters. For each additional pound / kilogram of weight an object has, that distance is reduced by five yards / meters. As long as the casting distance is not reduced to zero, your character can pick it up and play it. If an object can be lifted, but its mass reduces the throwing distance to zero, the object can be thrown sideways at best - about a yard or meter away.

The Storyteller can reduce pitch distances for particularly heavy objects or increase them for aerodynamics. Throwing an object with any degree of accuracy requires a Dexterity + Athletics roll versus difficulty 6 (up to half the maximum range) or 7 (half the maximum range). This difficulty can be adjusted for wind conditions and other variables at the Narrator's discretion. On a critical failure, your character may drop the object, hit an unintended target, or may play something that he did not intend to play.

### **Mental Actions**

These systems cover tasks involving Mental Attributes, as well as tasks that use Virtues, Philosophies and Willpower. Mental tests can provide information about things that your character knows, but you, the player, do not. Still, try to depend on your own creativity when solving problems in throwing dice.

### **Awakening during the Day [Perception, Philosophy]**

Vampires have a hard time waking up during the day. A vampire disturbed in his refuge while the sun is in the sky can make a Perception + Auspex roll if the vampire has (difficulty 8) to notice the disturbance. When moving, the vampire must make a Humanity/

Philosophy check (difficulty 8).

Each success allows the vampire to take a turn. Five successes mean that the vampire is wide awake throughout the scene. Failure indicates that the vampire goes back to sleep, but can make the Perception check wake up again if circumstances permit. A critical failure means that the vampire immediately falls asleep until nightfall. While active during the day, the vampire cannot have more die on any dice pool than his Humanity/Philosophy rating. Characters with specific Discipline levels can lower the difficulty of waking up and the amount of data they have during the day.

### **Object Creation [Variable]**

The Classical Era is a period of natural creation for civilization. Vampires and mortals create all the time. When trying to create something, a variety of tests can be used, depending on what the character wants to create. Perception + Expression or Crafts is a common test. In all cases, the player must decide the general parameters of what he wants his character to create. The difficulty varies, depending on the nature of the creation. The number of successes defines the quality of the creation. With a success, the character creates mediocre work. With five successes, the character creates a literary or artistic masterpiece.

Some works may require extended play to accumulate an even greater number of successes. In a critical failure, the character creates what she knows to be the greatest work ever known (while everyone else immediately realizes its true quality), he embarrasses a master or leaves out an important figure for creation. At the discretion of the narrator, a vampire who creates a particularly inspired masterpiece may be eligible for an increase in certain Philosophies through experience points. In the same way, a creative epiphany can be adequate to elaborate and heal a mood.

### **Investigation [Intelligence ou Perception + Investigation]**

Any search for clues or hidden smuggling involves Investigation. The storyteller can increase the difficulty of investigations involving obscure clues or particularly well-hidden objects. A success reveals basic details, while several successes provide detailed information and may even allow deductions based on physical evidence. In a critical failure, obvious clues are lost or even destroyed accidentally.



## **Identify the Hidden [Intelligence + Occult or Ritual or Variable]**

Does this type of test help your character know how to identify what is happening in the scene, such as what supernatural resources are used? What do ashes do in an unholy ritual? How does kainite vitae work in the human body? These are questions that may appear as the game progresses and may ask for tests like this.

## **Repairing [Dexterity / Perception + Crafts]**

Depending on the precise specialty, the Craftsmanship allows repairs on everything from pottery to wagon wheels. Before repairing a device, your character must identify its problems. If repair is necessary, the narrator defines the difficulty of the repair test. A simple wheel change is difficulty 4, while rebuilding an entire carriage may be difficulty 9. Basic repairs take at least a few laps to complete. More complex repairs are extended actions that last 10 minutes for each required success. In a critical failure, your character may simply waste time and a new piece, or it may make the problem worse.

## **Research [Intelligence + Academics / Occultism / Religion]**

Characters perform research when looking for obscure references in ancient documents or when trying to learn the true name of Methuselah. In all cases, the number of successes achieved determines the amount of information discovered. A success provides at least basic information, while extra successes provide more details. The storyteller can assign great difficulty to particularly obscure information. In a critical failure, your character may find nothing or may discover completely erroneous facts.

## **Tracking [Perception + Survival]**

Tracking consists of following physical evidence, such as footprints, broken branches or other physical signals that lead the tracker to its target. Following this trail is a standard action; multiple successes provide extra information (subject speed, weight, number of people followed). Prey can cover their tracks with a Wits + Survival roll. Each success on this test increases the difficulty of tracking it. The abnormal weather, poor tracking conditions and lack of time also add to the difficulty. On a critical failure, your character not only

misses the trail, but destroys the quarry's passing signals.

## **Reasoning [Intelligence ou Wits + Philosophy]**

Some characters may need moments of reflection to reach the conclusion of a problem quickly or conventionally. These tests must require Intelligence or Wits + Philosophy. The player must have defined the area of Philosophy that he is working in, so it will be with this that he will roll. Successes in Intelligence give you clues or finish the problem slowly, while with Reasoning the character reaches a conclusion more quickly even though he doesn't get all the characteristics he wanted and something may be missing.

## **Social Actions**

Esses sistemas cobrem tarefas envolvendo os Atributos Sociais. A interpretação geralmente substitui qualquer teste de perícia social, para melhor ou pior. Os narradores podem optar por ignorar os sistemas sociais quando um jogador exibe uma interpretação particularmente boa ou dolorosamente ruim. Alternativamente, o RPG pode oferecer penalidades de dificuldade ou bônus para paradas de dados sociais relevantes.

## **Relax [Charisma + Empathy or Subterfuge]**

You influence others to relax and have fun. This may include showing a potential ally to have fun, loosening an informant's tongue, or making instant drink friends who come to your aid when a fight starts. The normal difficulty for this test is 6, although it can be greater in the case of large or rough groups. On a critical failure, your character comes off as a nasty bore or people start to question why your character hasn't touched his own food and drink.

## **Credibility [Manipulation / Perception + Subterfuge]**

Subterfuge Talent is used with Manipulation when making a hit, or Perception when trying to detect it. All parties involved take an appropriate test (usually difficulty 7). The mark must roll higher than the perpetrator to detect any mistake. False credentials and other props can increase the difficulty of discovering the deceived, while

teamwork can help reveal the scam. In a critical failure, the whole plan falls apart or, in the case of trying to detect a hit, the target falls to its spectacular loss.

### **Babbling [Manipulation + Subterfuge]**

When there is no time for subtleties, confuse them with nonsense. The target can be dominated by a rapid succession of almost credible half-truths. This is a resisted action - your character's Manipulation + Subterfuge against the target's Willpower. The difficulty of both tests is typically 6, and whoever gets the most successes wins. In a tie, more babbling is needed. On a critical failure, your character goes too far, irritating the target and rambling without effect.

### **Interrogate [Manipulation + Empathy / Intimidation]**

To interrogate someone peacefully (Manipulation + Empathy) involves asking strategic questions designed to reveal specific facts. This method is a resisted action between your character's Manipulation + Empathy and the target's Willpower (both with difficulty 6). Both players roll around at key points during the interrogation, probably every few minutes or at the end of an interrogation session. Violent interrogation (Manipulation + Intimidation) involves torturing the victim's mind and / or body until she reveals what she knows. This is a resisted action between your character's Manipulation + Intimidation and the target's Stamina + 3 or Willpower (whichever is greater).

Both players roll every minute or turn, depending on the type of torture used. The target loses a Vitality level for each round of physical torture, or a temporary point of Willpower per round of mental torture. The combined effect of physical and mental torture has devastating results. A critical failure can destroy the target's body or mind. Two or more interrogators can work together, even if one interrogator is using Empathy while another is using Intimidation.

### **Intimidation [Strength / Manipulation + Intimidation]**

Bullying has two effects. Passively, the higher your character's Intimidation rating, the wider the space that others will give you. Actively, intimidation works through subtlety or direct threat. Subtlety is based on a perceived threat. Manipulation + Intimidation roll in a resisted action against the target's Willpower (difficulty 6 for both rolls), the target must achieve more successes or be effectively intimidated. The blatant form of intimidation





involves direct physical threat. In this case, roll Strength + Intimidation on a resisted roll (difficulty 6) against the target's Willpower or Strength + Intimidation (whichever is greater). In a critical flaw, his character looks pathetically ridiculous and does not impress anyone in attendance for the rest of the scene.

## **Oratory [Charisma + Leadership]**

When your character speaks to an audience, roll Charisma + Leadership (difficulty 6). The Storyteller can increase the difficulty for a huge, cynical, impartial or openly hostile audience. Oratory is to hit or miss, your character succeeds or fails. In a critical failure, your character can damage your reputation or even be attacked by the public. If the character has time to prepare a speech in advance, the narrator can test the character's Intelligence + Expression (difficulty 7). Success on this roll reduces the subsequent Charisma + Leadership difficulty by one. The failure has no effect, while a critical failure increases the difficulty.

## **Performance [Charisma + Performance or Expression]**

When a character acts in front of an audience, roll Charisma + Performance or Expression (difficulty 7). As with prayer, the audience's mood changes the difficulty as well as the complexity of the performance. A success indicates an enjoyable (though uninspired) effort, while additional successes make the presentation a truly memorable event for even the most moody audience. In a critical failure, your character forgets the lines or otherwise disrupts the show, which can result in the same disadvantages as a critical prayer.

## **Seduction (Variable)**

Vampires are masters of seduction, often persuading potential prey to a bond. The particular situation and style of seduction determines which Ability is used. Seduction is a process that involves several different tests and skills:

**First Test (Approach):** The player rolls Appearance + Subterfuge, difficulty of the target's Wits + 3. Each success beyond the first adds one die to the reserve for the second test. A failure means that the subject expresses his disinterest; a critical failure means that the target may be disgusted or angry.

**Second roll (witty reply):** The player rolls Wits + Subterfuge, difficulty equals to the target's Intelligence + 3. Each success beyond the first adds one die to the final roll. If the test fails, the target breaks contact, but can be receptive later, since the first impression was good. A critical failure gives the subject some kind of dangerous perception about the character.

**Third roll (intimate conversation):** The player rolls Charisma + Empathy, difficulty equals to the target's Perception + 3. If the third roll is successful, the target is in love with the character and agrees to accompany him to a private location. If the test fails, the target breaks contact, but may be receptive at a later date. On a critical failure, the vampire probably ends up with a drink on his face.

## **Spending Willpower**

Willpower is one of the most important characteristics of Vampire. Because there are so many ways to spend and regain Willpower, it varies more than any other Trait (other than the blood supply).

A Willpower point can be spent to achieve automatic success in a single action. You must declare that you are spending the point before taking the test. You can use only one Willpower point in a single turn this way, but success is guaranteed and cannot be canceled, even by critical failures. Using Willpower in this way, it is possible to succeed in a given action simply by focusing. For extended testing, these extra successes can make the critical difference between achievement and failure. The narrator can declare that a Willpower point cannot be spent on a given action.

A character can perform some action automatically based on instinct or desire. For example, escaping a ray of sunlight through a window. It is also possible to spend a Willpower point to avoid performing this reactive maneuver. The impulse may return at the narrator's discretion, a player may need to spend several Willpower points over a number of turns to stay on task. Sometimes the character's Willpower can overcome the desire in question. At other times, the character has no choice but to follow his instinct when the character runs out or does not spend more Willpower.

A point of Willpower can prevent a Derangement from manifesting. Eventually, if the narrator determines that the player has spent enough points, the character can overcome the Derangement, since denying the Derangement enough can remedy the Beast. Malkavians

can never overcome their initial Derangement, but they can spend Willpower to temporarily deny it. When spending a Willpower point, injury penalties can be ignored for a turn. This allows a character to overcome pain and injury to perform one last action. However, a character at the Disabled or torpor vitality level cannot spend Willpower this way. When healing Aggravated Health points, the character always spends one Willpower point for each point he heals.

## Recovering Willpower

Characters can recover Willpower as well as spend it. The following situations give the character back one point or more of Willpower, although a character's Willpower reserve can never exceed his Willpower level. The only way to increase a character's Willpower rating is to spend experience points.

Generally, a character's Willpower reserve can be replenished whenever the character fulfills an objective or has the opportunity to restore their self-confidence. Specific instances of restoring Willpower are the narrator's responsibility. For this reason, narrators are advised to take a balanced approach to allow characters to regain Willpower. Allow when appropriate, but not to the extent that players spend Willpower to circumvent any obstacles. Willpower is a powerful and versatile Trait, and allowing players to rely heavily on it takes much of the challenge out of a story.

The characters' Willpower points are fully replenished at the end of a story (which can take several sessions). The Storyteller can restrict this by requiring the characters to achieve a goal or increase their self-confidence. The characters recover one point of Willpower each night when they get up, as long as they have managed to rest completely. This is easy for accounting and allows for a steady flow of Willpower replenishment.

If a character achieves an extraordinary goal or fulfills a remarkable goal, the Storyteller can reward him with a Willpower point. If a character behaves in a manner that complies with his Nature or Demeanor Archetype, the narrator can reward the character with one to three points of Willpower.

Storytellers are encouraged to create their own systems or modify our systems to suit their group's playing style. The way in which a narrator allows (or refuses to allow) the replenishment of Willpower can determine the overall mood of the chronicle. Players can find themselves in desperate situations if they do not know how to use their Willpower points well.

## Blood Pool

Every night, a vampire wakes up with a blood point less than when he went to sleep during the day. Joining the world of the living costs him a blood point, a small amount of human life. Strige must hunt to replenish its lost reserves. However, this is not the only thing that spends its reserves. Blood Points limit Self-Control and the Virtues of Instinct. No test using these Virtues can use more dice than the vampire's current blood supply. For example, if a vampire has three blood points in his reserve and four Self Control points, he will have access to only three of his Self Control data to resist the frenzy. Using the blood reserve depending on the generation of a Cainite, he can reflexively spend one or more blood points per turn. Characters can spend their blood reserve for the following purposes:

- **Healing:** A character can spend a blood point to reflexively heal a vitality level of blunt or lethal damage. Close wounds. The bruises disappear. Bones recover. The members start growing again. In fact, if the vampire spends enough blood to heal a wound on the turn that is inflicted, the body never fully suffers the wound, the blood gushes and effortlessly joins the broken body. Note that vampires can only heal through blood, unlike mortals.
- **Attributes:** A vampire can spend a blood point to increase a Physical Attribute such as Strength, Dexterity or Stamina by one or more points for the rest of the scene. Although she can do this reflexively, it must be announced before taking a test. It can raise a given Attribute one point above its Generational maximum. For example, a Sixth Generation vampire could increase his Attributes to eight, not the normal seven points. He can increase Attributes beyond that level, albeit temporarily. Anything above that level disappears three turns after he stops using blood.
- **Transfer:** A vampire's blood can feed other Cainites on a one-by-one basis. The vampire makes a wound, another one feeds and gains sustenance. This creates a level of the Blood Vinculum, however (see pages 328-329).
- **Ghouling:** Vampires can feed humans or animals with their blood, thus creating ghouls. See Chapter 8 to learn more about ghouls.
- **Imitate Life:** While they are forever trapped in the



state in which they died, vampires still show signs of death. Its flesh is as cold as the air around it. He does not breathe naturally. Your body does not expel sweat or sexual fluids. However, by spending a variable amount of blood, he can fake the signs of life for the scene. Your body heats up. He presents himself as sexually capable. Your chest rises and falls without thinking. Characters with a Philosophy of Humanity need to spend an extra blood point for each point less than eight to Imitate Life. That is, a vampire with Humanity 6 would have to spend 2 points to “become” human in local eyes. Characters without a Philosophy of Humanity cannot use this benefit, needing the Mask Secondary Skill. At the narrator’s discretion, characters in particularly perverse Philosophies cannot even simulate with the Masquerade Secondary Skill.

- **Disciplines:** Some vampiric Disciplines require blood to use Disciplines and their costs.

## Replenishing the Blood Pool

Cainites replenish spent or lost blood points by feeding on the living. Although this does not necessarily mean humans, they are the most common and fulfilling victims. Drinking blood poses risks to the mortal. If the vampire draws more than two points of blood (about two liters or a liter), a human may pass out or suffer health risks.

Typically, they test Vigor -1 for each blood point obtained after the second. Failure means that they pass out. A critical failure means that they are likely to die without immediate and severe intervention. In addition, a vampire’s bite can transmit any communicable diseases if he is not careful.

A vampire can suck up to three blood points per turn. If the vampire is short on time, the food is hurried and vigorous. However, most of the feeding takes place at the behest of the vampire, since once his fangs penetrate his victim, they are inundated with an ecstasy called The Kiss. They stop fighting, if they had struggled to start. Mortals with less than three Willpower points cannot resist the Kiss at all. With four and five points they can spend Willpower and roll Self-Control, difficulty 9 to try to resist. If they fail the test, they can do nothing but feel pleasure. With six to eight points of Willpower they can spend one point and roll Self-Control, difficulty 6. With 9 or more points of Willpower they can fight back regardless of pleasure. The ecstasy of the Kiss is addictive to some

mortals (and indeed, some Cainites), who will seek this objectification in the future.

The Cainites still find the Kiss pleasurable, but they are aware of its danger and, therefore, have the desire to fight. They can make a Self Control or Instinct roll with difficulty 8 to resist abandoning themselves to the attacker. Vampires with Willpower greater than 7 can react immediately. Mortals are considered to have one blood point less for each level of damage they suffer. Without external intervention, like a ghoul, a mortal man recovers one blood point a week. The blood of beasts brings little nutrition to the Cainites. Even large animals with large amounts of blood simply do not nourish vampires in the same way as human or Cainite blood. They have fewer blood points, as noted in the chart below.

Blood also rapidly loses its nourishing properties as soon as it leaves the body or when the body dies. The taste is horrible even for the least demanding pallet. For every ten minutes outside a living vessel, divide the effective number of blood points in a fountain in half, rounding down. The older blood, however, is rich, potent and delicious. Elders of lower generations have greater blood reserves, despite having the same physical amount of blood in their systems. Thus, drinking elder blood can actually provide more than three blood points per shift. Other supernatural creatures, like werewolves, may have more potent blood as well.

Generation	Characteristic	Re-serve	Points/Turn
Third	10	???	???
Fourth	9	50	10
Fifth	8	40	8
Sixth	7	30	6
Seventh	6	20	4
Eight	5	15	3
Nineth	5	14	2
Tenth	5	13	1
Eleventh	5	12	1
Twelfth	5	11	1
Thirteenth+	5	10	1

**Maximum Characteristic:** This is the limit of a character's traits for Attributes, Abilities, Background and Disciplines.

**Blood Pool:** This is the maximum number of blood points the vampire can store.

**Blood Per Turn:** This is the number of blood points a vampire can spend in a turn.

Font	Blood Pool
Vampire	10+
Werewolf	20
Healthy Mortal	10
Child	5
Cow	5
Dog	2
Cat	1
Bird	1/2
Rat	1/4

## Blood Vinculum

What is an act of intimacy for a creature that uses intimacy to support itself? What does reckless abandonment and submission mean for creatures who revel in taboos and demand theft and rape just to exist? If there is an answer, it is in the Blood Vinculum, a unique property of blood that creates an intense and irrational addiction or love of the kind that otherwise only existed in literature and the great stories of minstrels. This affliction results from the consumption of Cainite blood. This dark passion keeps ghouls in service far beyond reason and may be the reason why Princes indirectly war with each other. Make no mistake: the Blood Vinculum is as real as any chaste and courteous romance or reverent devotion to providence. If there is any difference, it is that a vampire can force the bond to others. This usually leads to states of distorted obsession and a love and hate so deep that it destroys anyone in its wake.

- **The First Sip:** On the first sip, the drinker becomes a sovereign's slave, although his strong feelings are intermittent. The slave can unconsciously dismiss it as little more than a minor concern. The conscious servant, one who understands what the bond is, can experience exuberance whenever his sovereign comes to mind. In short, this stage is similar to the fresh flush of a young man's first love. He may dream of his sovereign unexpectedly. Your mind wanders. He will haunt the places they have known and inadvertently put himself on the path to be around his sovereign again. Most offspring experience this gradation of bonding with their master. Worry can lead to frustration, of course, and the seeds of aversion can be planted even at this stage of the bond.

There is no mechanics for this stage of the vinculum, although the narrator must feel free to manipulate events to bring slavery to his sovereign over and over, as if by accident. Once created, Neonate vampires automatically have a Vinculum point with their master. This is permanent until the death of it or some other ritual or force powerful enough to break it.

- **The Second Sip:** Now, the slave's humor and actions fall under the dominion of his love. His concern grows and becomes a priority, since his sovereign is no longer a distraction, but the main focus of his life. The slave is not completely tamed yet, and his frustration or anger may grow to obsessive hatred, but nevertheless, he believes it is increasingly difficult to resist or even act against his sovereign. Any action to directly harm your sovereign requires a Willpower roll modified by your Nature and how positive or negative the sovereign acted in relation to your dominance. The sovereign gains an advantage by manipulating his slave's feelings and behavior. The difficulty of all Social reign tests against slavery decreases by one.

- **The Third Sip:** On the third sip, the Blood Vinculum is formed and the bond is complete. The sovereign is the most important figure in the slave's life, and passion and obsession drive almost everything he does.

Now, a sovereign can use the Discipline of Dominate in his domain without the need for eye contact. The difficulty of all Social checks tests against the slave decreases by two. Only his voice can control him. The



difficulty for any test that the slave makes to resist any kind of mental or emotional control of the reign increases by two. High-generation vampires cannot use Domination on a lower-generation slave. Love and its expression are difficult to define and, therefore, a guideline or series of mandates cannot cover the way in which the bond manifests itself. When in doubt, a player or Storyteller playing as a slave should ask, "Does this put my sovereign in the front and center of my life now?"

Answering that question can help guide decision making for the character. Some slaves with appropriate natures or less than five points in the Willpower can be led to kill, destroy or even commit suicide out of love. Those with more Willpower or certain codes of honor may be more difficult to push into Derangement.

In the first and second sips, the slave is euphoric and this pleasure can be shared among others. A vampire can fall victim to several first and second stage blood ties at once. However, in the third stage, when the complete Blood Vinculum is made, all minor ties disappear and new ones cannot be formed. It is not uncommon for lovers to make a Mutual Vinculum, although this dangerous step can lead to terrible regret and tragedy. Without reinforcing the bond with additional sips for the slave, the bond may disappear over time. Cruelty and degradation, if not carefully expressed in kindness, blood and gifts, can cause tension in the bond.

A vampire can temporarily resist your bond. He must make a Willpower roll (difficulty 8, modified by his Nature and any recent kindness or abuse by the sovereign, plus the number of times the slave has fed his sovereign). The slave must then spend a Willpower point. In doing so, the bond is denied for a variable period of time, from one scene (if the slave simply wishes to conspire against the reign, hand over confidential information to an enemy, etc.) to one turn (if the slave wishes to attack the sovereign physically). The slave can continue to spend Willpower to extend this rebellion.

With a lot of effort, a blood bond can be broken. This requires the slave to avoid the sovereign for many months. This may also require a large amount of Willpower to resist addiction. If he does not feed on his sovereign after a number of months equal to 12 - the slave's Willpower, the bond is reduced by one level. For example, a character with four Willpower points in a complete third-stage Blood Vinculum who spends eight months without feeding from his dominator falls to a second-stage Blood Bond. If the loop falls to zero in this way, the link will disappear entirely.

Sires automatically create Blood Bond 1 with their Child. Regardless of the time that passes, this Bond is eternal. Even if characters suffer from increased sip, the minimum strength of the Blood Bond between Sire and Child will be 1. The most infallible way to escape a Blood Oath is to kill a regnant, but even that is no guarantee that the bond it will end, leaving the slave desperately in eternal mourning for the object of his love and hate.

## Combat

In Classical Era V20, tempers can heat up. The Cainites pretend to be civilian creatures, but they are monsters capable of massive devastation in a second. A single roll of the dice can handle most violent encounters like any other action. When a Powerful Brujah decides to invest Cain's blood to strengthen his undead muscles in order to break a mortal's neck, a Strength + Brawl roll works well in the heat of the moment. But when relatively equal opponents face each other or when mitigating numbers or circumstances come into play, the following rules allow for a more detailed and dramatic combat scene.

### Example of Combat

Characters can engage in two main combat categories: hand-to-hand combat and ranged combat.

**Hand-to-Hand combat:** Includes unarmed, grapple or hand-to-hand combat. Unarmed combat uses Dexterity + Brawl rolls and armed combat uses Dexterity + Melee. Unarmed attacks should normally occur within a yard or meter. Armed attacks usually occur within two yards or meters.

**Ranged combat:** Occurs when characters use throwing or ranged weapons, such as stones, daggers, bows or slings. Characters must normally be within sight to enter ranged combat.

### Combat Turns

Normally, a turn takes as long as necessary. In a combat scene, turns take about three seconds. At the beginning of each turn, everyone determines the placement of their characters in the Initiative. Then, in order of initiative, players take and resolve their actions. After all actions are resolved, the narrator summarizes the scene, and if the fight has not ended or has gone beyond the dice roll, you determine the initiative again and start a new turn.



## Initiative

The initiative determines how quickly your character takes action and in what order the actions are resolved. Each character has an Initiative score equal to his Dexterity + Alertness + Celerity points, if applicable. Characters who have chosen Celerity levels that do not guarantee extra dice do not receive the benefits of the Initiative. At the beginning of each turn, roll a dice and add the Initiative score to the result. Any injury penalties are subtracted from that number. This is your character's initiative for the turn.

All players involved rolls, including the Storyteller for any participating characters. If two characters share a result, the character with the highest Dexterity + Alertness score goes first. If they share equivalent ratings, their actions occur simultaneously.

Once all characters determine their Initiative values for combat, the character with the highest Initiative goes first. After that, proceed through each character's action in decreasing order of Initiative. Any player can choose to delay their character's action to a later point in the list. If a character chooses to take a defensive action, that action can occur at any time on the initiative list in response to another character's action.

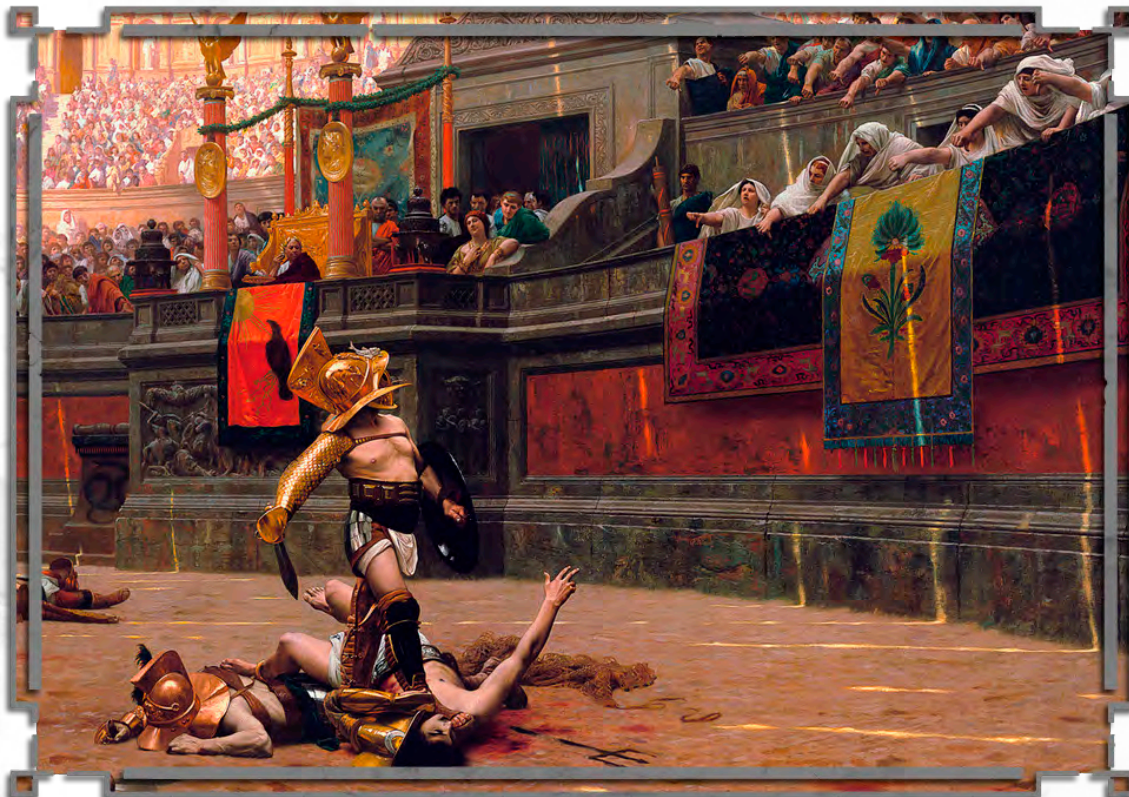
Finally, any additional actions taken as a result of a multiple action (see page 307) occur at the end of the shift. If multiple characters are using multiple actions, resolve their additional actions in the initiative order as well.

## Resolving Actions

In a combat scene, most actions will be attacks. Other actions are handled normally, with standard data stops. At the narrator's discretion, some actions may not be permitted within the scope of a combat shift. For example, repairing armor certainly takes longer than normal combat allows. The attack rolls depend on the actions in question:

**Melee Combat:** Roll Dexterity + Brawl for unarmed attacks or Dexterity + Melee for armed attacks.

**Ranged Combat:** Roll Dexterity + Archery for bow attacks or Dexterity + Athletics for throwing weapons. Most attack rolls are made with difficulty 6. Weapons and other circumstances can modify these dice pools or difficulties. For example, shooting with a bow from an extreme distance should carry





a penalty of difficulty. If you are unsuccessful, the attack fails and the character does no damage to the opponent. With a critical failure, she makes a serious mistake, her weapon breaks or sticks, or maybe she hits an ally or an unintended spectator.

## Defense Maneuvers

Characters can dodge, block, or parry attacks only once during their turn. They can defend themselves more than once, as long as they are willing to sacrifice their defense action or penalize their dice pools properly (see multiple actions, Chapter 6). Before a player makes an attack roll, the opponent must declare any defensive maneuvers he wishes to perform.

Successes in a defensive maneuver subtract from an attacker's successes. If this reduces an attack to zero success, the attack will fail. Otherwise, it reduces the damage dice pool.

A character can perform the following defensive maneuvers, if properly equipped:

- **Block:** The character can block attacks that cause bruise damage by strategically using his body to deflect the blow. Dexterity + Brawl check. He can absorb Lethal and Aggravated attacks by adding Fortitude, whether he is wearing appropriate armor or both.
- **Dodge:** The character can dodge any attack of which he is aware. Roll Dexterity + Athletics. If he has no room to maneuver, a block or trim may be required at the narrator's discretion. If you dodge an arrow or other very long-range weapon, the difficulty of the dodge actions will increase by 2 (to a maximum of 9). The active use of Celerity mitigates this penalty.
- **Parry:** The character uses a weapon to deflect a targeted attack with his fists or melee weapons. Roll Dexterity + Melee to parry. When parrying an unarmed attack, if the defender has more successes than the attacker, apply those additional successes as a successful attack against the attacker. The attacker cannot roll to defend against this attack, he can only absorb. Shields and certain weapons can be used to influence attempts to parry (see chart on page 340).

## Total Defense

You can choose to forgo other actions on the turn and

## Defining the Turn

As each turn begins, the Storyteller must give an overview of the terrain, putting everyone in position and describing what they see. This recap will avoid frustration on the backend and help the scene flow faster.

Consider a map. You don't need a table full of complex miniature terrain (unless you want to!), But at least draw a small sketch to keep everyone aware of the battle's position and tides. This is particularly useful in large-scale combat. If you have extra data, use it to position the characters and you can even turn their faces to track the initiative or wounds in an easy to see way.

dedicate your character's action to defense. Instead of using normal multi-action rules, roll your entire dice pool against the first attack. Reduce each subsequent defensive roll by one die for the rest of the turn, cumulatively. If you have no dice, you cannot roll. There is no difficulty penalty when using full defense.

## Damage

After the defense is factored, if any success remains in the attack, the attack hits. In that case, you roll a damage dice pool to determine how hard the strike hits. Damage dice charts almost always have difficulty 6. Each weapon has a damage rating. Add this damage rate to the net successes of the attack. Some damage ratings are based on the character's Strength, while ranged damage tends to be assessed only by the weapon. Power can be added directly to the damage, either by automatic successes or by rolling dice.

After the damage is rolled, each success means a level of vitality damage. First, the characters must absorb the damage, however.

## Damage Types

The damages come in three types; Blunt, Lethal and Aggravated. Each increases in severity, lethality and difficulty in defense and absorption. See cure times on p. 341 for times of mortal healing, vampires heal only with blood. Damage rollers can never cause a critical failure, treat a critical failure as a normal failure.

**Blunt:** Blunt damage comes from blows, sticks and other sources of blunt trauma that are unlikely to kill a victim instantly. All characters use their full Stamina ratings to absorb blunt damage. Vampires consider bruise damage to be trivial, halve all of the blunt damage a vampire suffers after absorption and round it down. Mark bruise damage on the Vitality track with a slash “/”. Mortals with a health record full of blunt damage fall unconscious. The Cainites continue to move as if they were cripples (-5). More blunt damage beyond the health trail turns into lethal damage.

**Lethal:** Lethal damage comes from sharp weapons and other sources of injuries that cause immediate and threatening injuries to mortal flesh. At the narrator’s discretion, blunt attacks aimed at a mortal’s vital organs (difficulty 8 or 9 for the target) do lethal damage. Cainites absorb lethal damage with all their Stamina. Mortals cannot absorb lethal damage without armor. Mark lethal damage with an “X” on the health record. Cainites with a health record full of lethal damage fall into torpor (see page 341). Mortals die. Additional lethal damage to a Cainite becomes aggravated damage.

**Aggravated:** Aggravated damage is a type of damage specific to Cainites and other supernatural creatures. Mortals treat aggravated wounds just like lethal ones. The aggravated damage reflects those deadly curses for vampiric existence, such as the sun, fire and the teeth and claws of other vampires and lupins. This damage can only be absorbed by a vampire’s Fortitude points. A single level of aggravated damage requires a full day of rest, five blood points and one Willpower. It is possible to heal without resting, although the character spends two points of will instead of one. The vampire can spend these five over any number of days, but the wound will not heal until the fifth is spent. He can spend five additional blood points to heal additional levels while sleeping. A Cainite with a health record full of aggravated damage suffers Final Death.

## Absorption

After the rolled damage, the victims can absorb the damage. This reflects the body’s ability to ignore some degree of physical punishment. As noted above, characters can absorb different types of damage with different characteristics. Roll the absorption dice pool (usually Stamina + Fortitude + Armor), difficulty 6. Each success removes a level of vitality from the injury caused.

Note that absorbing is always allowed, a character does

not need to use his action for absorption, nor does he need to be aware of the attack. Absorption rollers cannot cause problems, treat critical failures as common failures.

VITALITY	
BRUISED	<input type="checkbox"/>
HURT	-1 <input type="checkbox"/>
INJURED	-1 <input type="checkbox"/>
WOUNDED	-2 <input type="checkbox"/>
MAULED	-2 <input type="checkbox"/>
CRIPPLED	-5 <input type="checkbox"/>
INCAPACITATED	<input type="checkbox"/>

## Armor

Armor used adds your rank directly to your character’s absorption dice pool. The armor protects against blunt, lethal and aggravated injuries. However, the Cainite curses of fire and sunlight ignore the armor. Characters can try to pierce armor defenses by adding two to the difficulty of their attack roll. This reflects the discovery of weaknesses or gaps in the armor. If successful, ignore the absorption data of the armature.

The armor can also be destroyed, whenever the damage roll of an attack successively quadruples the armor rating, the armor becomes useless. Critical flaws in absorption also decrease the armor’s absorption value and if it reaches zero, it is completely destroyed. The armature chart on p. 340 features a variety of armor. Each has a rating to add to the absorption rolls, as well as a penalty applied to the initiative and all actions based on Dexterity. In addition, some weapons pierce armor. If a weapon has Armor Piercing: X, it denies victim X armor absorption dice.

## Shields and Parry Weapons

Characters can carry shields or weapons designed to defend against attacks. These weapons impose a greater difficulty to attack you. In addition, they influence the difficulty of the Parry maneuvers he performs. Use the same rules to destroy shield armor.



## Combat Maneuvers

These maneuvers add complexity and nuance to your combat scenes. As with all rules, use them if they work on your desk. If you want a faster, less strategic experience, they are not necessary. Maneuvers can list the following game statistics, reflecting changes in rules that reflect the maneuver:

- **Dice Pool:** The dice pool used for the action. This includes relevant features and modifiers.
- **Difficulty:** Any modifiers for the difficulty of the action. This is expressed as a + or - number.
- **Damage:** The damage dice stop if the attack is successful. Remember to add the successes of the attack to the dice pool. The damage depends on the weapons used (or the lack of them).

## General Maneuver

These maneuvers are not specifically attacks or defense, but they affect the battlefield in noticeable ways.

- **Ambush:** Ambushes are all about the element of surprise and attacking first while the opponent remains undrained. Roll Dexterity + Stealth as a resisted action against the victim's Perception + Alertness.

If the attacker gets more successes, he gets a free and unopposed action against the victim. In the tie, the attacker still attacks first, but the victim can perform a defensive maneuver. If the defender has more successes, the initiative proceeds normally. Celerity interferes with the final result.

- **Blind Combat:** Roll to attack while blind or in darkness must be done at +2 difficulty. Remote attacks cannot normally be blind. Although, with the Blind Combat Skill, penalties can be reduced or dropped altogether.
- **Fint:** A character can try to distract an opponent by opening it up to attacks by allies. To do this, use a relevant dice pool such as Charisma + Subterfuge, resisted with Wits + Readiness. If the character has more successes than his victim, the victim's defensive

actions are all performed with +2 difficulty for the next turn.

- **Flank e Attacking from the rear:** Characters attacking from the flank gain an additional die for their attack reserve. Attacking from the rear grants two additional dice.
- **Movement:** A character can move half his running distance (see Movement at the beginning of the Chapter) and still perform an action.
- **Multiple Actions:** If you need to perform multiple actions in a combat turn, this must be decided before the first action. The first action is performed with difficulty +1 and -1 die. The second is in +2 and -2 dice. Each additional action increases in difficulty and subtracts more dice. Multiple actions cannot be taken if the difficulty is 10 or higher. A character can still only make a single attack action per turn, without the Celerity Discipline. If the character chooses to use only defensive actions, use the Full Defense rules on page 332. The narrator must decide which actions are appropriate for various actions and which should take an entire shift alone.

- **Tactics:** Characters can issue tactical commands or execute live strategies to make their team fight more efficiently. With an Intelligence + Leadership check, for each success you can offer an ally -1 difficulty on your next check. You can offer additional bonuses to the same character, but they affect subsequent moves, they do not "stack" higher difficulty bonuses in a single move.

- **Aiming:** Aiming at a specific location increases the difficulty of the roll to attack an opponent, but can offer certain high advantages and / or damage data at the discretion of the narrator.

## Close-Combat Maneuvers

These are some examples of maneuvers for use in close combat situations.

- **Bite:** Once the vampire (or lupine) has successfully used a grab, clinch or hold maneuver, he can bite his opponent the next turn to deal damage or feed. A bite to hurt does aggravated damage, but it

doesn't do The Kiss. If he bites for food, it does no damage, but it does The Kiss, and can drain three blood points per turn.

**Dice Pool:** Dexterity + Brawl + 1

**Difficulty:** Normal

**Damage:** Strength + 1

- **Claw:** This attack is available to characters with claws caused by Metamorphosis, Vicissitude or other Disciplines. It is also available for shapeshifters and other creatures with natural claws. The claw source determines the type of damage.

**Dice Pool:** Dexterity + Brawl

**Difficulty:** Normal

**Damage:** Strength + 1

- **Clinch:** The character conquers the target. In the first turn, the attacker rolls Strength damage. In additional turns, both characters act on their Initiatives. A combatant can automatically deal Strength damage or attempt to break the clinch. A character cannot perform any other physical action until released. To escape a blow instead of doing damage, make a Resistance roll of Strength + Brawl. If you get more successes, you escape. Otherwise, the clinch continues.

**Dice Pool:** Strength + Brawl

**Difficulty:** Normal

**Damage:** Strength

- **Disarm:** To disarm it is necessary to hit the opponent's weapon. If successful, roll the damage normally. If the damage successes exceed the victim's Strength points, the victim takes no damage, but the weapon flies yards or meters equal to the additional successes over the opponent's Strength.

**Dice Pool:** Dexterity + Brawl

**Difficulty:** +1

**Damage:** None

- **Powerful Strike:** The character puts everything on the attack, rotating his entire body to deal as much damage as possible. Use the appropriate dice pool for the attack (Dexterity + Brawl or Dexterity + Melee) with +1 difficulty. Your character cannot take any defensive action on the turn.

**Dice Pool:** Dexterity + Brawl / Melee

**Difficulty:** +1

**Damage:** Normal +2

## Initiative

Roll a dice and add the result to your Initiative index. Compare the totals. Move the list down from the highest to the lowest Initiative, resolving actions.

## Attacks

Unarmed melee attacks use Dexterity + Brawl.

Armed melee attacks use Dexterity + Melee.

Ranged attacks use Dexterity + Bow and Arrow or Dexterity + Athletics for thrown objects.

Before the attack rolls, the victim's player may choose to take a defensive action. Block uses Dexterity + Brawl, Athletics uses Dexterity + Athletics and Parry uses Dexterity + Melee. Defense successes reduce attacker successes.

## Damage

Roll the amount of damage plus attack hits (maximum of +3). Every success is a level of damage to health.

## Absorption

As soon as the damage is rolled, roll the absorption. Absorption checks depend on the type of character and the type of damage used, but they generally use Stamina + Fortitude + Armor for a dice pool. Successes reduce the damage done.

- **Hold/Grab:** The attacker grabs and holds the target until the victim's next action. When this action occurs, test the Strength + Brawl resisted actions. If the target does not exceed the attacker's successes, he remains immobilized, unable to perform other physical actions.

**Dice Pool:** Strength + Brawl

**Difficulty:** +1

**Damage:** Nenhum

- **Kick:** Attacking with a kick does more damage than normal, but it is more difficult than a punch. With more dramatic shots, the Storyteller can further modify these rules.

**Dice Pool:** Dexterity + Brawl

**Difficulty:** +1

**Damage:** Strength + 1



Size	Difficulty	Damage
Medium (arms, shield, sword)	+1	None
Small (head, hands, knife)	+2	+1
Precise (eyes, heart, ring)	+3	+2

- **Multiple Opponents:** A character who tries to fight multiple opponents suffers a cumulative difficulty of +1 in all actions for each opponent beyond the first (up to a maximum of +4 penalty). Celerity 2 can cancel this penalty.

- **Counterattack:** After a successful defense, your character strikes back, using the opponent's momentum to his advantage. For Counter Attack, you must have already used a defensive maneuver successfully this turn (a block or dodge applies, not just parry). This means using multiple actions, so note the multiple action difficulty penalty in addition to the Counter Attack penalty. During Counterattack, your opponent's difficulty in defending against your attack increases by two.

**Dice Pool:** Destreza + Briga / Corpo a Corpo  
**Difficulty:** +1  
**Damage:** Normal +1

- **Stake:** The character tries to stick a sharp piece of wood into (probably) a vampire's chest. With three damage hits, the heart is pierced. This immobilizes vampires or kills humans.

**Dice Pool:** Dexterity + Melee  
**Difficulty:** +3  
**Damage:** By weapon

- **Strike:** This is the basic unarmed attack action. The character attacks with his fists.

**Dice Pool:** Dexterity + Brawl  
**Difficulty:** Normal  
**Damage:** Strength

- **Knockdown:** The character tries to take down his opponent. If successful, this maneuver causes stunning (see Complications of the maneuver) in

addition to its damage. Some weapons, such as staffs or whips, can be used to take down an opponent. Instead, use the weapon's damage.

**Dice Pool:** Dexterity + Brawl / Melee  
**Difficulty:** +1  
**Damage:** Strength, Stun

- **Encounter:** The attacker advances on his opponent, throwing him to the ground. If successful, both combatants must roll Dexterity + Athletics (difficulty 7) or be stunned (see Maneuver Complications, p. 309). Even if successful, the character is unbalanced and the difficulty of all his actions on the next turn increases by one.

**Dice Pool:** Strength + Brawl  
**Difficulty:** +1  
**Damage:** Strength + 1, Fall

- **Weapon Length:** One of the main advantages that weaponry offers in hand-to-hand combat is range. Less armed characters should approach, which takes valuable time and puts them at risk. A character that attacks a character with a substantially larger weapon suffers -1 dice in its attacks and -2 in its Initiative. This can put him later on the list of initiatives, since he declared his action.

- **Weapon Strike:** A standard blow, lunge or cut with a weapon.

**Dice Pool:** Dexterity + Melee  
**Difficulty:** Normal  
**Damage:** Por arma

## Distant Combat Maneuvers

Long-range weapons, such as spears and long bows, are a basic element of war in the Classical Era. Right now, the Gallic longbow is gaining prominence on the battlefield. These maneuvers are for use with launching or firing weapons.

- **Concentration:** The attacker adds a die to his dice pool for a single shot for each turn spent on the goal. He can benefit from a number of turns equal to his Perception points, but must have a point in Archery (or Sports for throwing weapons) to use this maneuver. The attacker cannot perform other actions while aiming. It cannot aim at a target that moves faster than a walk.

- **Cover:** Seeking cover increases an attacker's difficulty in hitting your character. Refer to the table below for cover-dependent difficulties. Distance attacks from the cover have its difficulty increased by one less than the increased difficulty to reach the covered target.

Cover	Hit Difficulty	Attack Difficulty
Small (lying face down)	+1	None
Medium (behind the wall)	+2	+1
Complete (exposed head only)	+3	+2

## Weapon Characteristics

**Dano:** The number of data used to determine the damage. Add that number to the net successes obtained in the initial attack and roll the same amount of dice.

B denotes Bruised damage, L denotes Lethal damage and A denotes Aggravated damage.

**Conceal:** Roughly how difficult an item is to conceal, based on clothing. **P** = Pouch, **C** = Loose Clothing, **L** = Long Cloak, **N** = May Not Be Concealed.

**Minimal Strength:** The minimum Strength required to use the weapon. The difficulty increases by one for each point below the minimum. Attempting to use a weapon marked with Two hands with one hand increases Min Strength by two.

**Range:** for long-range weapons, it is the number of yards (or meters) in which the weapon can be used without penalty. Can be used with twice that range on difficulty +1 or three times with +2. Longer shots cannot be attempted.

- **Rain of Arrows:** A sufficiently trained archer can fire multiple arrows in rapid succession. This breaks the normal ban on multiple attacks in one turn. An archer can shoot arrows equivalent to the amount of Archery, using the rules of multiple action or use Celerity to avoid wear and tear. While using Celerity, the archer can be as or more efficient than his division of common actions. Remember that an attack cannot be made with difficulty 10 or higher as part of a multiple action. However, he can only benefit from the aiming maneuver in the first Rain of Arrows.

**Dice Pools:** Dexterity + Archery

**Difficulty:** Variable

**Damage:** By Weapon

- **Impale:** Like the stake, an archer can place a wooden rod in the victim's heart for a devastating effect.

**Dice Pools:** Dexterity + Archery

**Difficulty:** +3

**Damage:** By Weapon

- **Reload:** Reloading mechanical weapons, such as crossbows, requires three turns.

- **Suppressive Fire:** A skilled archer can prevent the enemy from advancing with the quick and strategic use of a bow. Performing this maneuver requires three or more archery points. An archer can only use this maneuver over long or medium range and cannot use it as part of a multiple action. He shoots a handful of arrows at his opponent. If the opponent is left behind, he is not in direct danger. If he advances, all defensive maneuvers he makes will have +2 difficulty and the archer's attack will be done with -2 difficulty.

**Dice Pools:** Dexterity + Archery

**Difficulty:** -2

**Damage:** By Weapon

## Maneuver Complications

The following complications are examples of events that can influence the flow of combat. The narrator must use them and add his own as needed. Some are mentioned as part of the maneuvers (like felling), but don't let these maneuvers limit you.

- **Blind:** Add two dice to attack a blind character.



In addition, blind characters have +2 difficulty in any action that requires vision, including defense checks.

This complication can be corrected with the Blind Combat Ability. Characters with blind combat have been trained in such a way that they can have an almost supernatural sense when they get lost, become blind or unable to one of the senses. Use the rules described in the Ability when appropriate.

- **Crippled Member:** If a character undergoes a targeted attack, he can temporarily cripple a member at the Storyteller's discretion. Actions using that member have a +2 difficulty as long as the health levels of damage that cause the complication remain. Characters with Ambiestria usually get around this type of situation. For vampires, crippled limbs can be healed more easily.

- **Stunned:** Whenever a single attack does more

damage after absorption than a mortal's Stamina, or a vampire's Stamina + 2 or other supernatural being, the victim is stunned. The target spends its next turn without being able to attack. Stunning is not cumulative.

- **Imobilization:** If a target is fighting but immobilized (trapped, for example), attacks against it guarantee two additional dice. Completely immobilized targets (tied, impaled or paralyzed) are reached automatically. Deal damage equal to the damage dice pool, without rolling.

- **Fallen:** The victim falls to the floor. After being stunned, the victim can stand with a Dexterity + Athletics roll with difficulty 6. If he fails, he loses his action trying to stand. If he succeeds, reduce his Initiative by two for the next turn. This can be a good time for opponents to take advantage of the cue and buy time or finish the fight in a short period of time.

## Long Range Weapons

Weapon	Damage	Range	Conceal	Min. Str.	Note
Crossbow	3L	90	N	3	Piercing Armor: 2
Scorpio	4L	90	N	4	Piercing Armor: 3
Long Bow	4L	120	L	4	Piercing Armor: 4
Short Bow	2L	60	L	3	Piercing Armor: 2
Sling	3B	40	P	2	
Ballista	8L	150	N	3	Can not be equipped.

## Throwing Weapons

Dagger	Strength + 1L	20	P		
Hatchet	Strength + 1L	20	P	2	+1 Difficulty
Pillum	Strength + 2L	50	L	2	Piercing Armor: 2
Knife	Strength + 0L	15	P	2	+1 Difficulty
Rock	Strength + 0L	40	P	3	+1 Difficulty
Framea	Strength + 2L	40	N	3	Piercing Armor: 2
Javelin	Strength + 3L	30	L	3	
Plumbata	Strength+ 1L	60	C	1	

## Melee (Axes)

Weapon	Damage	Conceal	Min. Str	Note
Axe	Strength + 1L	C	2	Pode ser arre- messado
Hand-Axe	Strength + 2L	L	3	
Battle-Axe	Strength + 4L	N	4	Duas Mãos
Pickaxe	Strength + 2L	N	4	Perfuração de Armadura: 3



## Blunt Weapons

Weapon	Damage	Conceal	Min. Str	Note
Tacape	Strength + 2B	L	1	
Club	Strength + 3B	C	3	
Staff	Strength + 3B	N	2	+2 dados ao rotacionar
Hammer	Strength + 3B	C	2	
Warhammer	Strength + 4B	N	4	Duas Mãos

## Blades

Knife	Strength +0L	P		
Pugio	Strength +1L	L		Piercing Armor: 1
Falcata	Strength +2L	L		Piercing Armor: 2
Xiphos	Strength +2L	L		+2 dice for clean cuts
Rhomphaia	Strength +2L	N	2	Piercing Armor: 1
Makhaira	Strength +2L	C	2	Piercing Armor: 3
Gladius	Strength +3L	C	2	
Harpe	Strength +3L	N	3	+2 given when used to pull shields
Khopesh	Strength +4L	N	3	+1 given when used to pull shields

## Spears, Rod Weapons

Weapon	Damage	Conceal	Min. Str	Note
Spear (Mounted)	Strength +3L	N	3	Piercing Armor: 3
Falx	Strength +3L	N	1	+1 given for rips, can tear leather armor
Spear	Strength +2L	N	2	Piercing Armor: 2, can be Two Hands, with Min. Strength: 3, Str + 3L
Javelin	Strength +0L	C		

## Combat Maneuvers

Dex + Brawl	Dice Pool	Difficulty	Damage
Bite	Dex + Brawl +1	Normal	Str +1 (A)
Defend	Dex + Brawl	Normal	None (R)
Claws	Dex + Brawl	Normal	Str +1 (A)
Clinch	Dex + Brawl	Normal	Str (C)
Disarm	Dex + Melee	Normal	1+ Special
Powerful Attack	Dex + Brawl / Melee	+1	Normal +2
Hold	Str + Brawl	None	Nada
Kick	Dex + Briga	+1	Str +1
Parry	Dex + Melee	Normal	Normal +1
Stake Attack	Dex + Melee	+3	Especial Strength
Fall	Dex + Brawl	+1	Str (K)
Encounter	Str + Brawl	+1	Str +1 (K)
Disarmed Attack	Dex + Melee	Normal	Strength
Counter-attack	Dex + Brawl / Melee	+1	Normal +1

(A): The maneuver inflicts aggravated damage.

(C): The maneuver continues on additional turns.

(K): The maneuver causes dizziness, dizziness.

(R): The maneuver reduces an opponent's attack success.

Str = Strength, Dex = Dexterity

## Vitality

In the combat rules, we mention the health track with its seven levels of health. These levels reflect your character's physical condition as he resists the punishments of the Classic World. Here, we will give more details about health levels and how they work.

## Dice Penalties

As your character suffers damage, he is less able to act at full capacity. Each health level has a corresponding penalty on the dice pool. Subtract from all active data plots that you form. This does not apply to reflective actions such as using the Discipline, but it does apply to the Initiative.

## Distant Maneuvers

Maneuver	Dice Pool	Difficulty	Dano
Concentration	+1/Turn	Normal	Weapon
Chuva de Flechas	Dex + Archery	Normal	Weapon
Impale	Dex + Archery	+3	Special
Supression	Des + Archery	-2	Weapon

## Armor

Armor	Dice Pool	Difficulty
Class 1 (Reforced Cloth)	1	
Class 2 (Courass)	2	1
Class 3 (Lorica Segmentata)	3	1
Class 4 (Achaemenid Immortal Armor)	4	2
Class 5 (Dendra Armor)	5	3

## Shield and Defense Weapons

Weapon/Shield	Defende Dif.	Pen.
Small Shield	4	+0
Common Shield	6	+1
Dagger, Pugio	5	+0
Sword	6	+1

Only the current injury penalty applies, ignore less serious health levels. We will give you more details about health levels and how they work.

## Movement Penalties

Injuries cause the character to move at a fraction of its normal speed. Each level has its own conditions.

## Incapacitated

Once a character is at the Incapacitated Vitality level, he cannot perform any normal actions. Mortals are unconscious at this level if they are incapacitated with blunt damage. Vampires can still act at -5 if they are full of blunt



damage. Lethal damage in addition to Disabled causes the death of a mortal or torpor to a vampire.

## Torpor

Torpor is a deadly sleep into which vampires fall when they are seriously injured. They can also enter this state voluntarily, because after centuries, boredom sets in and the vampire may wish to awaken in a more hospitable time. Once in a daze, his Philosophy determines how long he will remain asleep. If he falls into torpor due to the damage, he can only wake up after the designated time and after receiving blood from an external source.

After this rest, the player can spend a blood point and make a wake-up test (see page 322) to get up. If the vampire has no blood in his system, he cannot rise until he is fed. If the test fails, he will have to wait one night, spend another blood point and try again. If he wakes up, he is considered crippled and must spend blood to heal or hunt immediately.

If the character goes into torpor voluntarily, he can try to get up after half the designated time. While in torpor, a vampire does not lose blood over time, as his body is in hibernation.

Philosophy	Torpor Time
10	One day
9	Three days
8	One week
7	Two weeks
6	One month
5	One year
4	One decade
3	Five decade
2	One century
1	Five century
0	One millennia or more

## Final Death

If a vampire is Incapacitated or in torpor and suffers another level of aggravated damage, he dies permanently. This can also happen through massive bodily destruction, such as total dismemberment. This is at the discretion of the narrator.

## Applying Damage

As covered in the rules of combat, there are three types of damage to Vampire. Blunt damage is blunt trauma that humans heal quickly. Lethal damage is serious tissue damage, lacerations and other injuries that can cause bleeding in a human. Aggravated wounds are

## Vitality and Penalty Table

Vitalidade	Dice Penalty	Movement Penalty
Bruised		No penalty
Hurt	-1	No Penalty
Injured	-1	Half of the maximum speed
Wounded	-2	Cannot run, only walk
Mauled	-2	Cannot walk more than 3 yards/meters p/turn
Crippled	5	Cannot walk, only crawl 1 yards/meter p/turn
Incapacitated		Cannot move
Torpor		Torpor
Final Death		Permanent Death

supernaturally fatal wounds.

All damage types are cumulative and the combined damage determines your character's health level. Always mark the most serious type of damage at the highest position on the vitality trail. Which means that if your character has two aggravated wounds, two lethal wounds and two bruise wounds, he would have aggravated wounds in Scorched and Bruised, lethal in Wounded and Severely Wounded, and blunt in Spanked and Crippled. Remember that blunt damage is marked with a slash, lethal with an X and damage aggravated with an asterisk.

If the vitality trail is full, more damage "updates" other damage to the next worst type. With a health track full of blunt damage, additional blunt damage becomes lethal damage at the top of the track. When the health record is filled with lethal damage, the additional lethal damage is compounded.

## Healing Time

While Cainites heal by the power of vitae, mortals heal over time. They have the same seven levels of vitality as a vampire, but each level has its own healing time associated with it. The worst level of health always heals first, so continue on the trail to the lightest. Blunt damage heals much faster than lethal damage.

Vitality	Time
Bruised and Hurt	1 hour
Injured	3 hours
Crippled	6 hours
Incapacitated	12 hours

## Contundent Damaged

Mortals heal the blunt damage sometimes listed in the following table. A mortal with wounds down to the Injured level can heal without medical attention. In addition to being injured, the mortal can suffer concussion, internal bleeding or other complications. Medical care alleviates these problems.

Once the blunt damage goes to the Crippled, the mortal is unconscious. Other contusion injuries become lethal.

## Lethal Damage

Lethal damage, as the name suggests, can be deadly. Without attention, lethal wounds bleed or infect.

Any lethal damage after Injured requires medical attention to prevent further damage. Lethal untreated injuries worsen on a daily health level. As soon as the mortal reaches the Disabled, he will be at the level of death.

Wound	Time
Bruised	1 day
Hurt	3 days
Injured	One week
Wounded	One month
Mauled	Two months
Crippled	Three months
Incapacitated	Five months

At Mauled or higher, the mortal can recover with the times listed below. A Crippled or Incapacitated character may never recover and, in fact, cannot without extensive medical care. Many fall into a coma or delirium.

## Derangement

Derangement are mental illnesses created when the mind is forced to confront conflicting or intolerable feelings, such as overwhelming terror or deep guilt. When the mind is exposed to impressions and emotions that it is unable to reconcile, it seeks to overcome internal conflict by stimulating behaviors such as megalomania, bulimia or hysteria, in order to create an outlet for the tension and stress generated by the conflict.

Both vampires and mortals acquire disturbances under conditions of intense terror, guilt or anxiety. If a player



experiences a critical failure in a Virtue or Willpower roll (for example, when confronted with Röttschreck), the Storyteller may decide that the experience causes a disturbance to the character. Other examples of disturbing events include killing a loved one during a frenzy, being buried alive, or seeing hundreds of years of careful planning ruined by an unlucky stroke. Generally speaking, any experience that causes an internal and unpleasant emotion, or that completely violates the character's principles and beliefs is serious enough to result in a disturbance. Only the Storyteller can determine what type of disturbance the character receives by choosing (or creating) one that is compatible with his personality and the circumstances of the event that caused the disorder.

It should be noted that people who are "crazy" are neither funny nor arbitrary in their actions. Insanity is scary for those who are watching someone rage against nonexistent presences or store rotten meat to feed the monsters that live around them; even something as harmless in appearance as talking to an invisible rabbit can upset an observer. The insane, however, are only responding to a pattern that is familiar to them, stimuli that they receive from their own minds.

According to their capacity for distorted perception, what is happening to them is perfectly normal for them. Your vampire's Derangement has a reason to exist, whether he is a Malkavian who was in a prison before being Embraced, or a Ventrue who escaped after five months of torture at the hands of a Roman torturer. What stimuli is his insanity provoking and how is he reacting to what is happening? The player and the narrator must work together to define the trigger events for the manifestation of their disturbance and then decide how their character will react to these provocations.

Undoubtedly, staging the Derangements is a big challenge, but with a little time and preparation it can result in an interesting dramatic experience for everyone involved.

## Derangements in Story

During this period, disturbed characters are not welcome. They are different from all people, they are eccentric in the eyes of society and society returns this behavior in the form of harshness, resentment, repudiation and hatred. Deranged people, be they vampires or humans or any other supernatural creature

are not well regarded by society.

Even though philosophers have already addressed the states of mind, the psychic conditions of an individual, body, mind and soul, society still ignores these concepts with force and if possible they will crush them against your head.

Demonstrations of mental instability are treated as curses, retardation, evil creatures or any offense based on popular sayings that can be pointed out in the insane individual. This is because people of this time do not share empathy with those who have such conditions. Often, the "different" was considered bad, what they did not understand was considered evil and over time the vision of these characteristics worsens. Although vampires do not know so much about these characteristics, they treat with less zeal and rejection because their Malkavian brothers have this as a mark of the clan, however the rest of society will treat it as scum.

Be prepared to, when playing disturbed characters in some way, know that there will be reprisals against your characters. As a storyteller, keep in mind that there is no need to humiliate the player, but representing moments of neglect with the character may be enough to demonstrate such acts. Take the fun into account before acting and agree with your players how far their limits can go.

- **Melancholy:** There have always been those who are introverted, introspective and irritable. They can be frighteningly discouraged (even when the situation demands or requires a more vigorous response). They tend to look away indifferently, lost in a deep, dark sadness like black bile. They get lost and cannot touch their emotions easily. Melancholy causes -1 penalty on all dice charts, but -1 difficulty for all types of frenzy. Such people are considered "weak" by society, unworthy, disgusting or useless and often dislocated for this.

- **Phlegm:** People with Phlegm are calm, cool and patient. Temperament is common among academics and they tend to be extremely orderly in their area of expertise. However, due to their inner focus, they have trouble adapting quickly or skillfully to changes in their environment (-1 die for Wits and Dexterity tests). They are considered too cold and this type of behavior does not suffer retaliation, since it was



very common among humans, mainly soldiers who returned from the battles, completely disturbed.

- **Eroticism:** Erotic people are alive, sociable, optimistic and passionate, sometimes even too much. When emotions sing in your veins, each emotion is intensified and borders on the inappropriate. They have a hard time focusing on the moment. The narrator chooses three Abilities at random, the difficulty for testing using these Abilities increases by one, due to the character's lack of focus. Increase the difficulty of all Mental Attribute checks by one as well. Most of these go unnoticed and are considered flamboyant only, but people look ugly due to the lack of focus of characters with this disturbance.

- **Cholerics:** Restlessness, aggressiveness and impulsiveness. Such people tend to be ambitious, but they can be angry or even violent when their ambitions are frustrated. When dominated by an imbalance or frustration, increase the character's difficulty in resisting the frenzy by two, but reduce the difficulty of performing any acts of painful physical violence in one. Interestingly, they are visibly seen how impassive warriors and soldiers can recruit them to be part of

the Roman army because of this "warrior soul" that they have.

- **Compulsion:** Nature's disorder causes physical discomfort in the character, resulting in an obsessive desire to order the world around him. Nervous and meticulous, they have some form of ritual taboo that they obsessively practice during periods of stress such as frequent bathing, coin counting or separating belongings by size or type. If they cannot practice this ritual, they suffer from extreme agitation (-3 dice for all frenzy tests, the narrator must request a frenzy test more often than normal when this Disturbance is triggered).

- **Lunatism:** This disturbance is caused by a curse from Luna, the Goddess of the Moon, or so the Romans say. The character experiences mania and depression according to the lunar cycle. As the moon grows, the character slowly becomes more irritable until he becomes an energetic maniac during the full moon (-1 difficulty for all extended checks, +1 for all difficulties for the frenzy). The waning moons cause an increasingly deep lethargy, similar to melancholy, and the new moon requires more effort from the



blood to wake them up (the vampire's Willpower rate is reduced by half the normal value, rounding up; vampires need an additional blood point to rise during the night of the new moon).

- **Nervous breakdown:** No matter how relentless or obstinate the character, they are victims of a tremor disorder that leaves them numb. On a Disturbance trigger, the player rolls Vigor (difficulty 8). On a failure, the character feels the illness overwhelming him, collapsing in three turns. They squirm and beat with their limbs, foaming blood through their mouths while their veins swell and stretch. Unlike other Disorders, Nervous Collapse lasts only for the rest of the scene, although the character is exhausted for the rest of the night (-1 death penalty for all Physical checks). People believe that this is some retardation or madness of the character and those who see him do this, will move away. Rumors and rumors will arise about such a condition.

- **Nero's Disease:** Related to Nervous Collapse, Nero's Disease causes involuntary movements of the face and limbs, with sweaty fever and blood running from the eyes. Although the individual's mental faculties are not impaired, the difficulty for all of his social tests increases by two. Nero's disease can spread across a group, leading to massive outbreaks of "madness". It is said that in meetings even Emperor Nero demonstrates these nervous tics, contracting his body involuntarily. It's uncomfortable.

- **Soul of the Mind:** This unique Cainite Disorder leads sufferers to believe that they drink their victims' souls with blood. Food causes intense guilt in those who suffer from blood animism, their victims communicate with them as voices in their heads and memories seeping into their consciences. The suffering vampire often attributes his actions to these voices, claiming that they are an effort to pacify his executioners. The vampire is compelled to respond to the voices and must utter those responses aloud (even if it is only a low murmur). This can result in varying difficulties for social testing.

- **Visions:** You have transgressed your culture, causing potentially irreparable damage to your soul. You have been struggling to leave your guilt behind. But someone, or something, forgives you and they inform you. During times of stress, the character sees sacred figures encouraging her to act according to her best

nature, ready to punish her if she fails again. She is especially cautious with the vigilance of the sacred figures (-2 dice for all degeneration tests).

- **Voices:** Victims of demonic voices become models of self-persecution, fearing divine retribution and seeing it from all angles. Their paranoia is manifested in times of stress, they are suspicious of social interactions (+1 difficulty in social tests) and fear that someone may be a demon in disguise. A critical failure in a social test (from either party) will invariably result in a panicked escape from the perceived demon (an automatic frenzy of fear). Victims of this disturbance are sometimes talking to themselves, arguing or cursing the Gods.

## Deterioration

A vampire with a stake spends blood at the rate of one point a night. A bloodless vampire begins to consume all excess moisture from his body at the rate of one health level per day. At first, the vampire looks just emaciated, but as the body dehydrates completely, it begins to wilt. On the seventh day, when the character reached Disabled on the health chart, the character mummifies and goes into torpor. Once in a daze, the character cannot get up unless it is supplied with enough blood to bring him back to the Injured on the health chart.

## Diablerie

Diablerie, or Amaranth, is the act of feeding on a vampire in the same way that a vampire feeds on a mortal. In doing so, not only does the killer consume the victim's blood (and the vampire's blood is much, much sweeter than any mortal's), but also the victim's power. In this way, even the youngest vampire can obtain the power of the elders.

### Committing Diablerie

A vampire who commits diablerie must drain all the blood from his victim Cainite and then continue to suck, because (according to the Kindred legend) the soul itself is removed from the victim's body. Once all the blood in the vampire's body has been drained, the diablerist's player makes a prolonged Strength check (difficulty 9). Each success inflicts an automatic vitality level of aggravated, unsoakable damage (even with Fortitude) on the victim. When all the victim's health levels have been drained, the victim's essence is taken to

the attacker and the empty body begins to decompose immediately. The total concentration goes to the fight to extract the essence of the victim, and stopping for a moment, ruins the chance to capture the spirit. The difficulty in attacking a vampire trying to diablerie is 2.

To commit diablerie, the diablerist must draw blood directly and immediately from the victim, the blood cannot be stored and used later. In addition, only a diablerist can commit the act on a particular victim, a group of neophytes cannot surround an elder, and everyone gains the benefits of diablerie, no matter how powerful the victim's blood is.

## Clash of Will

The victim and diablerist now perform contested Willpower rolls against each other. The difficulty for each roll is equal to the permanent Willpower rating of the opponent. The first to achieve a total amount of successes equaling their opponent's unadulterated, permanent Willpower rating wins. Botched rolls count as successes for the opponent.

***Example:** Sebastian is playing as Romulus, a 10th generation vampire from Brujah Family who is Diablerizing Aelianus, 9th generation from Ventrue Family. After the Willpower race starts, Romulus must roll Willpower 5 (difficulty 6) and Aelianus must roll Willpower 6 (difficulty 5).*

Regardless of success or failure, the Diablerists gain a tainted aura marking them of their crime (see "The Perils of Diablerie," V20 Classical Era, pp. 336). Furthermore, the diablerist deducts an amount of temporary Willpower from their sheet equal to the permanent Willpower rating of the victim. This deduction cannot put them below 1 point of temporary Willpower. When Diablerizing, the Diablerist always rolls his Willpower before the victim.

***Example:** If Romulus loses the contest, then the Storyteller may determine if the player may hand over the character sheet and make a new one. As the Storyteller, you must **consider** the difference between both character, such as age, generation and Willpower before killing your player-character. If Romulus wins the contest, then he gains the tainted aura and reduces 6 temporary points from his Willpower to a minimum of one.*

*In any case where the Diablerist loses, another possible consequence is to apply the defects normally acquired from Diablerie. However, with the addition of the defects of a lower generation. In this case, if Romulus were to go down only one generation and acquire its defects, in reality he would go down only one generation and obtain the defects as if he had gone down two generations.*

Should the diablerist win, no further rolls are

necessary, and the Storyteller must follow the rules from "Diablerie Consequences" or simply consider that the vampire automatically exits the euphoria. Diablerists on Philosophy that do not normally condone diablerie must make a test for moral degradation (difficulty at Storyteller's discretion) if the act cannot be justified by the circumstances and motivation behind it. If the victim wins, she possesses the diablerist's body. If the Diablerist loses the competition, consider putting the same negative effects on generation gains.

***Example:** If the Storyteller follows the Diablerie Consequences suggested rules, then Romulus rolls Self-Control 3 (difficulty 10 minus his Philosophy rating) to control Frenesi. A single success is needed. Because Romulus have Philosophy of Humanity, then the Storyteller must ask a Conscience check (difficulty at his discretion) to proceed with the character interpretation. The Storyteller may also consider to remove one automatic Philosophy of Humanity point from the character.*

## Conquering the Beast

If the diablerist loses a generation, the diablerist's Nature, Merit and Supernatural Flaws are exchanged for those of the victim at the charge of the player or Storyteller (and may exceed the maximum cost of points for qualities and defects). The diablerist acquires a new permanent Derangement. The Character also gains Addicted Flaw (Mental Flaw, 3 points), but in Diablerie. The severity of the possession depends on the number of points in the Generation that the diablerist earns. Keep in mind that for each Merit, a Flaw must be acquired as well.

If the diablerist cuts his generation in two, he suffers the same effects of earning a point in the generation and, additionally, however the character enters a mix of confusion regarding his own memories. A new permanent disorder is acquired by the diablerist, being Lunatic [Multiple Personality], and his secondary personality is that of the victim.

On the character sheet, record the victim's Behavior, Merits and Mental Flaws, permanent Willpower rating, Path of Morality, Virtues (and assessments), Blood Sorcery powers and Rituals and check a bar next to all Abilities, Charisma, Manipulation and all Mental Attributes possessed by the diablerist. To the right of the bar, record the amount owned by the victim in that Attribute or Ability (including Abilities not owned by the diablerist), deducting the values to levels proportional to the diablerist's newly acquired Generational maxims. When the secondary personality is triggered, all recently registered notations change to those of the victim and become accessible to the character.



The Storyteller can then take over and control the character, while the primary personality passes out and does not remember anything at that moment that the secondary personality is in charge of the body. However, that personality can disappear with Valeren, higher levels of Dominate or Dementation. There are other ways to cure this Derangement and the character can go after them. Furthermore, the vampire knows that something is wrong with his mind.

**Example:** *If Romulus was Diablerizing a 11th generation vampire, then he would have roll the Willpower (difficulty equals to the Willpower of the victim) only. For having a generation stronger than that of Aelianus in this situation, then Romulus will only conquer the Disciplines. However, when losing the Willpower contest, the same rule of possession must be followed for the victim. Instead of Romulus obtaining the benefits and defects of Diablerie, the victim obtains it, with the risk of multiple personalities and all the ailments that Amaranth brings.*

If the diablerist decreases his generation by three, he suffers all the effects listed above. In addition, the diablerist gains total and complete amnesia until he leaves the state of euphoria that accompanies diablerie. Add a temporary Amnesia Defect to the character sheet. The diablerist retains all the information and experience, although he cannot remember how he knows what he knows clearly. Your Behavior changes to one determined by the Storyteller. The player has the option to change the character's Philosophy to Humanity or an alternative Philosophy that belongs to the target. To maintain his Virtue values, the player must perform a Willpower roll (difficulty 7). Only one success is needed. In case of failure, he adopts the Virtues of Diablerized. Your Humanity or Philosophy rating is equal to your newly acquired Consciousness + Self-control virtues.

With three or more Generations, the character has the option to acquire the Dark Secret Flaw in order to retain the Social Merits and Flaws, as well as the victim's Background and abandon their own (even if exceeding the maximum Merits and Flaws values). As a bonus, the player can earn Alternative Identity on the sheet, at the charge of the storyteller. If the personality is discovered, depending on who knows and whether they care or not, the character recovers the Social Merits and Flaws, as well as the Background (except for Generation) of the victim, and loses those of the diablerist (except for Generation).

If the diablerist cuts his generation down by four, the victim may totally consume the diablerist's soul. On the diablerist sheet, all Abilities and point totals for Charisma, Manipulation and all Mental Attributes change to those of the victim, up to the diablerist's

newly acquired Generational maximum. The diablerist player must roll Willpower (difficulty 8) to retain his own Willpower, Nature, Behavior and Derangements. The failure changes to the victim's. All blood sorcery powers and rituals previously acquired from the victim are transferred to the diablerist. Philosophies and virtues change to that of the victim in the total assessment of the victim. The Mental and Supernatural Merits and Flaws possessed by the diablerist can be alternated (and may exceed the maximum values for Qualities and Defects). As in the previous situations, the player or narrator can still decide what to do with these characteristics.

If the diablerist decreases his generation by five or more, the victim totally consumes the diablerist's soul. The victim retains all the diablerist's memories and continues to play as the hybrid character. The diablerist player must roll Willpower (difficulty 9) to retain his own Willpower, Nature, Behavior and Disturbances. All Blood Sorcery powers and rituals previously acquired from the victim are transferred to the diablerist. Philosophy and Virtues change to that of the victim at the charge of the narrator. For overlapping Virtues, take the highest score from the victim or diablerist. Derangements, as well as Mental and Supernatural Merits and Flaws possessed by the victim, are added to the diablerist's chart (and may exceed the maximum values for Merits and Flaws).

## Consumed by the Victim

Diablerie has a lot of rewards, it's true. However, what makes it dangerous is that regardless of how many generations a vampire succeeds, the victim can still win. With each century that passes when a vampire fails to heal his multiple personalities, a new Willpower check is carried out. For a few decades, he will recover from Amnesia's defects and behavioral, memory and other failures. In the event of defeat, the diabolist is assumed.

The victim can only return for a number of centuries equivalent to his permanent Willpower before Diablerie. Each century reduces one point of the victim's permanent Willpower until his subconsciousness empties into the vampire's mind.

**Example:** *Aelianus had 6 points of Willpower when Diablerized. In a hundred years, he will be able to perform another test with Willpower 5, competing against Romulus. This is a remnant of his conscience, fighting for his existence. Each century that passes will reduce the target's Willpower by one point. So in the next hundred years after Willpower 5, Aelianus will roll 4 dice, then 3 dice and so on until it disappears and is completely consumed by the diabolical vampire's conscience.*

If consumed by the victim, the storyteller can choose

to give the diabolist the same chance or, in case a very important vampire has been diabolized, ask only one last test. Failure of the Willpower roll indicates the loss of the character.

## Diablerie Consequences

Upon successful completion of the diablerie, the diablerist is overwhelmed by euphoria, and a Self-Control / Instinct roll is required (difficulty 10 minus the character's Philosophy level) to avoid losing control. The sensation is similar to orgasm, but much more powerful. Over time, certain Kindred become addicted to this sensation. All other Kindred fear these vampires, as their addiction to Amaranth makes them a threat to everyone. Even vampires too weak to provide additional power are devoured by the sheer pleasure of the act.

The real benefit of diablerie is evident if the diablerist feeds on the vitae of a lower-generation vampire. The diablerist literally steals the power and potency of the victim's own blood and thus permanently reduces his own generation by one or more, bringing it closer to the mythical power of Caine. The vampire receives all the benefits of the demoted.

## Generation and Disciplines

If the victim is of a lower Generation than the diablerist, the diablerist automatically lowers her Generation by one. Additionally, if the victim was two or more Generations lower than the diablerist, the diablerist rolls Stamina once per turn for each additional Generation after the first, until they fail a challenge or run out of rolls (difficulty 9). Each success lowers the diablerist's Generation by one and permanently grants them all benefits attributed to the Generation achieved.

Next, compare the Disciplines of both vampires, ignoring blood sorcery powers (such as Dur-An-Ki, Necromancy, Blood Magic, and others), the Disciplines they have in common with each other, and levels that exceed the diablerist's newly-acquired Generational maximums. The diablerist gains half the total amount (rounded up) of Discipline dots, after the above deductions.

**Example:** *If an eighth generation vampire with Celerity •••, Fortitude •••••, Potence ••••, and Dur-An-Ki •••• commits diablerie against a sixth generation vampire with Celerity •••••, Fortitude •••, Potence •••••, and Dur-An-Ki ••••••••, the difference is three dot. Two come from Celerity, and one comes from Potence. The diablerist's Fortitude is higher, and Dur-An-Ki does not count, as it's a sorcery power. Half that, rounding up, is two. The*

*diablerist gains two Discipline dots.*

The diablerist may purchase levels in any Disciplines possessed by the victim (though not blood sorcery powers) up to the maximum level the victim achieved in a Discipline, within the newly acquired Generational limits of the diablerist. If the diablerist acquires levels in an out-of-Clan Discipline, any future levels after diablerie are still purchased as out-of-Clan.

## Attributes, Abilities and Other Characteristics

The Storyteller may consider to allow the player-character to stole the victim's knowledges from Diablerie. As a alternative rule, you can consider to allow the Diablerist to steal half of the victim's Ability points (rounded down) to be distributed on the sheet itself. These points are converted to Bonus Points or XP to the Diablerist character sheet.

The Storyteller may consider to use this rule for Attributes as well, although this may not be recommended. However is recommended that this rule must be applied only if the Diablerist had success and did not acquired the Lunatic Derangement. Other characteristics must follow the rules described earlier.

**Example:** *After Diablerizing Aelianus and counting all his skills, the Storyteller found that Aelianus had 41 Ability points on his character sheet. Sebastian, the Romulu's player, can steal only 20 points out of those 41. These points must be converted into bonus points for the player to distribute in his Abilities.*

## The Perils of Diablerie

Committing diablerie seems like the perfect crime. However, those who commit atrocity soon learn that diablerists equip the evidence of their crime in their souls. Vampires with the Auspex Discipline can detect a diablerist using Aura Perception. The victim's stolen energies mix with the diablerist's energies, leaving thick black marks running through the diablerist's aura. These marks remain in evidence for a number of years equal to the difference between the victim's generation and the original diablerist generation. In addition, Blood Magic practitioners can use the Path of Vitality to detect the diablerist's sin, even centuries after the crime was committed. For that reason, in particular, Amaranth practitioners fear sorcerers.

Even those without special perceptions often feel a blemish on the diablerist. For one month per generation removed from the victim, a diablerist leaves the most





sensitive Cainites unsure. The vampire in question may not really know what the diablerist did, but they will still feel uncomfortable around him (like Eerie Presence Flaw). A player whose vampire comes into contact with a diablerist can make a Perception + Awareness check (difficulty of 12 minus the vampire's assessment felt in Philosophy, centered and attuned vampires are more aware of such things) to determine the source of their discomfort.

Some rumors speak of diablerists exhibiting certain mannerisms of their latest victims, particularly if the victims were of great psychic strength (Willpower 10) and of blood much stronger than their killers. Finally, many Philosophies prohibit murder. If murder is a sin for the vampire, the loss of Philosophy's classification is automatic, not rolled.

## True Faith

According to Cainite legend, the Curse of Cain caused all vampires to be banished forever in the eyes of God. This may or may not be the case, but it is true that symbols or persons of great religious faith, no matter which, may cause discomfort or even harm to the Damned. Potentially pious mortals, those with the Trace of True Faith, can use their devotion as a defense or weapon against vampires. See p. 370 for more information.

## Falling

Even vampires can suffer great damage by falling over significant distances. The storyteller rolls a blunt damage die for every 10 feet or 3 meters (rounded down) that your character falls before hitting anything solid. Fall damage can be absorbed normally. Landing on sharp objects can change the damage from bruise to lethal, at the storyteller's discretion. If your character falls 100 feet (30 meters) or more, he reaches maximum speed. The damage effect reaches a maximum of 10 dice at this point and is considered lethal damage. In addition, any armor your character wears at a maximum speed drop works with only half its rating (rounded down). Possibly armor will be destroyed, along with the body.

## Fire and Burn

Vampires fear fire, as it is one of the few things that can end their immortal existence. Fire damage is aggravated and ignores armor, can only be soaked with Fortitude.

The size of the fire determines the levels of damage aggravated per turn, while its heat determines the difficulty of the Fortitude absorption roll. A character suffers the effect of total damage for each turn in contact with the flames.

Any damage inflicted by fire is automatically successful, unless it is absorbed.

If your character falls to Wounded, he will be temporarily marked by the flames (reduce his Appearance by one until his wounds turn into Hematoma). If he is reduced to Cripple or Incapacitated by fire, the burns cover most of his body, reducing Appearance by two.

## Frenesi and Rotschreck

Difficulty	Heat
3	Candle
5	Torch
7	Bonfire
8	Flaming forest
9	Forge Heat
10	Molten Metal

Vitality/Turn	Heat
1	Torch, body part exposed to the flames
2	Bonfire, half the body exposed to flames
3	Hell, whole body exposed to flames

Vampires are monsters, possessing an inner Beast. They have the ability to control their basic instincts, but they sometimes fail. When this occurs, Hunger and the Beast become uncontrollable.

### The Nature of The Beast

During the frenzy, a character literally gives in to the darkest instincts of his vampiric nature. The character

is consumed with anger or hunger, unable to consider the effects of any action. If a vampire in frenzy is hungry, he will feed on whoever is closest, regardless of the container. If the vampire is angry, he will do everything in his power to destroy the cause of his anger. A fear-stricken vampire will commit any atrocity to distance himself from the source of his terror, regardless of the consequences. The character surrenders completely to the most basic aspects of his Nature, leaving aside the Behavior most commonly presented to those around him. He is, in short, the Beast.

Many things can induce frenzy, but episodes of great anger or hunger are the most common provocations. It is dangerous to deny or humiliate the undead. Ultimately, the Storyteller can call a vampire to make a frenzy check anytime he feels the character may have reason to lose control.

A vampire in frenzy gains several temporary benefits from the state. Frenzy vampires completely ignore all dice injury penalties inflicted until the frenzy ends. Once the frenzy ends, the pain returns and the disabling effects of the wounds take over again. All difficulties in Dominating or mentally controlling a character in frenzy are increased by two, and all difficulties in resisting the effects of such mind control are reduced by two. The character never needs Willpower checks to overcome worldly fear and apprehension, because the anger that fuels the vampire's actions is both a catalyst for a high mood and a barrier against unwanted intrusions. Finally, characters in frenzy are immune to the damaging effects of Rotschreck. In some narratives, vampires can also earn physical bonuses to justify the supernatural strength that frenzied vampires have, but it will be up to the narrator to decide whether this rule applies or not..

## System

The rules for dealing with the frenzy are deliberately vague, and the narrator is encouraged to make any changes he deems necessary to accommodate his chronicle.

In some cases, the Cainites manage to overcome the frenzy. A vampire on the verge of frenzy must make a Self Control check against varying difficulty. (Vampires with the Virtue of Instincts always go into a frenzy). The difficulty often varies between 6 and 8, but if you try to overcome the desire to commit a blatantly bad act, the vampire player can roll against a difficulty of (9 minus Consciousness / Conviction). The character



must obtain five successes to completely overcome the desires for violence, but even one success temporarily interrupts the frenzy.

For each success below five, the character can resist the urge of frenzy for one turn. After that, the character can try again for extra successes and thus continue to resist the frenzy. Once five successes are achieved, the vampire resists the Beast's impulses and the desire for frenzy subsides.

Failure means that the character goes into an emotional flare, doing exactly what he wants, without worrying about further repercussions. A critical flaw in the Self-Control roll means that the character remains in a frenzy until the narrator decides otherwise, and he may gain a Frenzy-related Disorder.

The following list shows common stimuli that can incite a character's frenzy and typical endurance difficulty. If the frenzy has the potential to cause the vampire to commit an atrocity, the Storyteller may decide what the difficulty is (9 minus Awareness / Conviction).

Provocation	Difficulty
Aroma of blood when hungry	3
Glimpse blood when hungry	4
Harassment	4
Risk Situations	4
Verbal threat	4
Physical threat	6
Blood taste when hungry	7
Lover in danger	7
Humiliated in public	8

The Storyteller has the final say on what may or may not trigger a frenzy, where a frenzy can make an observation about a character's personality or improve the events of a story.

## Interpreting the Frenesi

Frenzy characters are not themselves or, more precisely, reveal more of themselves than they normally would. They will do anything to satisfy their hunger or destroy

the source of the frenzy, even attacking others.

## Rotschreck: the Red Fear

Sunlight and fire trigger a terrified mentality of flying or fighting vampires. While under the spell of this Rotschreck, a vampire flees in panic from the source of his fear. Rotschreck is in many ways similar to any other frenzy, just as the Beast sometimes takes control in times of anger, so it is in times of great fear.

Innocuous stimuli directly under the character's control are unlikely to induce Rotschreck. However, a torch thrown in the character's face or a fireplace suddenly lighting may require a scroll.

A vampire looking to avoid Rotschreck requires a Courage roll. As with the frenzy, five successes must be accumulated to ignore the Beast completely, although fewer successes allow the vampire to overcome his fear for a period of time. Failure means that the vampire madly escapes danger, going straight to safety and destroying anything or anyone that stands in his way. Any attempt to contain a vampire suffering from Rotschreck results in an immediate attack, as if the character were in a frenzy. One point of Willpower can be spent to maintain control for one turn. A character who falls victim to a Courage roll failure immediately goes into a frenzy and remains in frenzy until the Storyteller decides otherwise.

Provocation	Difficulty
Light of a Candle	3
Vision of a Torch	5
Bonfire	6
Obscured Light of the Day	7
Being Burned	7
Direct Sunlight	8
Trapped in a building in flames	9

## Golconda e Other Ways to Salvation

For most Cainites, being a vampire is being eternally

cursed. Many legends speak of vampirism as a curse not only for Cain, but for the Devil himself. Even those vampires who despise such superstition, however, see a kind of secular hell in their Beast, their Hunger and the boredom that has consumed everything for centuries.

It is not surprising that some Cainites speak of a state that transcends their eternal hunger and fury. Vampires who reach this state, which is called Golconda, say that they have dominated the Beast to such an extent that it no longer controls its actions. Although the vampires in Golconda still have blood to survive, they need a lot less blood. Furthermore, they are able to suppress the Beast's impulses to such an extent that they need never fear losing control over it. They are no longer vampires, but a totally different and superior species of creature.

According to the stories, Golconda is known only to a few undead. They live in wild places, in union with the animals of the field and the birds of the sky. Even the werewolves leave the Golconda masters alone. Vampires who reached Golconda occasionally enter the great undead society, looking for disciples whom they can guide along the way to Golconda.

Achieving Golconda cannot be simulated with graphics or experience points. It is as ephemeral, but as powerful as love or self-acceptance, and its realization

must be the focus of an entire chronicle. In general, the characters learn about Golconda only after spending time among the undead, as the Golconda tradition is spread in intriguing and whispered puzzles from one seeker to another. It is true that vampires who wish to reach Golconda must feel remorse. The greater the vampire's sins, the greater the necessary penance. Vampires who wish to enter Golconda must seek out the families of the old victims and make peace, protect those weaker than themselves and try to make the World of Darkness a better place. This inevitably involves maintaining Humanity and expending Willpower to commit good deeds whenever possible. Vampires on the paths of enlightenment are believed to be unable to reach Golconda.

Reaching Golconda must come only at the end of a long and arduous chronicle. During this chronicle, the characters must meet certain criteria. They must achieve a rating of 7 or more in the Philosophy of Humanity and Consciousness ratings of 4 or more, and must maintain these ratings for long periods. In addition, they must consistently show penitent, abstinent and honorable behavior in dozens of stories.

Usually, about halfway through the chronicle, aspirants to Golconda travel in search of a mentor with a reputation





for harboring Golconda's secrets. If they find a mentor, vampires must prove they are worthy. These tasks often lead researchers to serious dangers for the body and the soul. The culmination occurs when a worthy vampire undergoes a ritual called Sigh. The precise effects of the ritual are unknown, except that it involves a journey into the world of dreams and, ultimately, in the vampire's own soul. It is extraordinarily difficult, and many vampires cannot survive with their non-lives or sanity intact. Still others return from Sigh in one piece, but failing to win Golconda forever.

If a vampire really gains this legendary state, the effects will be miraculous. The most important among them is total immunity to frenzy or Röttschreck. In addition, the character does not need to drink blood as often. The character loses only one blood point per week, instead of one blood point per night. He must still spend blood normally to feed Disciplines, heal wounds, etc.

A vampire in Golconda partially transcends the Curse that unites his own blood; he can increase any Trait by up to 10, regardless of generation, although his blood supply remains as it was.

A vampire in Golconda must maintain strict standards of purity. If your Humanity level drops below 7, or your Consciousness level below 4, the vampire loses all Golconda benefits, including increased characteristics.

## Becoming a Mortal

In addition to the Golconda tales, certain Cainite legends speak of vampires who got rid of the Curse completely and became mortal once again. No vampire really seems to know anyone of his kind who has done such a thing. The catalysts behind such a change can be anything from killing someone's father to finding true love and selfless sacrificing for another (and becoming mortal at the time of death). Ultimately, the truth about these things depends on the storyteller.

## Poison and Drugs

Vampires have little fear of conventional poisons. However, they can succumb to poisons or drugs contained in their victims' bloodstream. In fact, certain vampires actively seek out victims under the influence of alcohol or drugs to receive the same effects. The following are some examples of the effects of drinking blood from a poisoned or drugged victim. A vampire with low Willpower (4 or less) or an appropriate Nature may risk

addiction to a certain substance, but this is unlikely. In general, the effects of most drugs on vampires are much less than on humans.

Note that the following examples use modern terminology. These types of drugs exist in the Classical Era, but come from specific plants in specific regions. We encourage you to examine any medications you intend to present in your chronicle to see if they are appropriate and to investigate their effects.

- **Alcohol:** Subtract one from the Dexterity and Intelligence data charts for every two doses of alcohol in your victims' blood. This effect disappears at a rate of one hourly rate, as alcohol is purged from the bloodstream.

- **Hallucinogens:** Reduce all data stops by one to three. He suffers effects similar to level two Dementia's Torment the Soul. Depending on the precise nature of the hallucinogen, he may gain extra data on a particular Ability (such as Consciousness) or find his Auspex Discipline increased by one point or more. The effects last (8 minus Stamina) hours.

- **Sedatives:** Subtract two from Dexterity and all Skill data stops for (10 minus Stamina) minutes. He experiences a dream state for (12 minus Vigor) hours. The difficulties of frenzy tests decrease by one.

- **Psychoactive:** Subtract one from the Perception charts. The vampire experiences a slightly altered perception of time. The difficulties of frenzy tests decrease by one due to the calming effect of the herb. The effects last for about half an hour.

- **Poison:** subtract one from all dice pools and take one to three levels of lethal damage per scene or even turn, depending on the intensity of the poison. Few poisons have any real effect on the undead, and many inflict a fixed maximum amount of damage before disappearing. The vampire can purge blood at its normal rate of expenditure, and the effects automatically heal within minutes to hours after the blood is purged.

- **Food Poisoning:** The vampire is sick, unable to consume more blood (Stamina check, difficulty 6, to overcome) and suffers a vitality level of bruise damage. The effects last for a night.

## Sunlight

Sunlight is even more deadly than fire for vampires. Unless a character has Fortitude, the sun's rays cause burns. Fortitude characters can try to absorb damage from the sun, using an absorption dice pool equal to the Discipline level. The difficulty of absorbing the damage depends on the intensity of the light, while the amount of damage suffered depends on the amount of protection between the vampire's skin and sunlight. No part of a vampire is immune to the sun's rays. Any character who looks directly into the sunlight is blinded instantly.

Absorption Difficulty	Intensity of Light
3	A weak light passing through a closed curtain, heavy cloud cover, dusk
5	Fully protected by heavy clothing, gloves and a wide-brimmed hat
7	Indirect light entering a window or light curtains
9	Outside on a cloudy day, hit by a ray of direct light, captured by the reflection of the sun in a mirror
10	Direct sunlight

### Vitality/Turn

One

Two

Three

### Exposition

Small body part, such as hands or face

A large part of the body is exposed, such as the head, arms or legs

Fifty percent or more exposed body parts, protected by fine fabrics

## Extreme Temperature

Vampires suffer little from temperature deprivation. However, very high temperatures (200+ ° F or 100+ ° C) can have the same effects as fire, at the discretion of the narrator. The narrator must also feel free to consider that temperatures above 50 ° C may already have uncomfortable effects for vampires. Cainites suffering from extreme cold may be forced to spend additional blood points or suffer the effects of freezing (losing one or more dice to Dexterity-based dice pools). However, vampires shouldn't suffer too much from most "normal" temperature fluctuations.

Depending on the Disciplines the character uses, temperature effects may not have as much or any effect on the vampire. Northern gangrels use Protean in several possible ways to resist the most painful forms of cold. In some cases, Fortitude can also be a great way to get around worldly traps.







# CHAPTER NARRATIVE

“Things are as they are. Our world has rules, but only fools know that whoever controls the strings is just watching a theater of several lives.”

- Magi, the Visionary

This chapter is important for narrators to understand narrative concepts, to know how to target chronicles and to deal with players fairly. It serves as a great guide for narrative, but also for gambling. In addition, the main vampire antagonists will be described at the end of the chapter with their scores and other details, describing the ways in which they act and other principles.

Technically, this chapter does not contain any rules, except on the part of antagonists. It is important for the simple fact of guiding you during your narrative and during your play.

## **Building Your World**

The first thing you should think about is your world. This book can serve as a guide for you to be grounded, but this book does not dictate your rules, you do. At various times we have talked about the infamous Golden Rule and it is the one you should use. The world you create need not be mega-realistic, suffering and emotional. No, you can represent a Classic Era in which vampires were simply common and even lived with humans. You can represent a Classic Era where the Gods are representations of the vampires. The world is yours and you have the role of defining these parameters, but after defining them, respect the rules of your world. The only way to create something cohesive and concrete is precisely respecting the rules of your creations.

There are a series of questions that you should ask yourself when setting up your world to find out how it will shape it and make room for your players to be protagonists of the entire progress of the chronicle. This will also influence how the world you create will react to your players.

- **Where is it going?** First of all, you don't have to create an entire world, literally. You can simply create your city and surroundings. And you must define where it will be, not having to be an existing city. You could create a city, like Troy, and say that millennia later the city will fall, but that players are there during its peak. The first part of starting to imagine where your players are is the starting point for imagining customs, how the rules work there, what the population is like and other factors.

- **What is the city, place, region, kingdom or empire like?** The region is a big part of the local climate. How are people? Are they in times of war? Is there a tense climate? How are the surrounding forests? Are there forests? Or is the city in the middle of mountains? Which empire does it belong to? Ask yourself how the players are going to live. Imagine yourself living there, having the experiences and how that city would react to being in that region in the face of all the situations that appear during the years, decades or centuries that pass.

- **How are the feelings of living in that city?** At this point, you can take advantage of the cue to create the culture. How are the people? Are they sad, friendly or closed? How are the customs? Are they warriors, poets or philosophers? How does this influence the city? Is there



a lot of culture there? If so, there should probably be a library or the city should be well looked after. If not, what are the reasons for this? Think mainly about how this will influence the stage so that you can create networks of manipulation of vampires and tell how they manage to influence the city. It is at this moment that you begin to tell the players what it is like to live there, what the sensations are and what they will feel for the rest of the chronicle.

- **How are the city vampires?** Since the focus of your chronicle is vampiric involvement, you will take advantage of this topic to define how vampires are positioned in the city. To start with, think about its size and think how many vampires would fit in the city. Who are your ghouls? Which clans are established in the city? Is there anything that moves each clan? If so, what? Is there a lot of politics? How many vampires are there in the city and how are they engaging the city in their policies? Questions like these give life to your chronicle.

Consider creating maps, consider defining points of interest and showing players where the regions you've created can influence the game. They can find this out before or as the game progresses if they question themselves. Take advantage of this moment and develop to the maximum the supernatural of the city.

- **What are the biggest challenges in the region?** This is also a good time for you to define which supernatural creatures inhabit there. If the city were among the mountains, you could say that there is an ancient Tzimisce sleeping there while all vampires are terrified of their awakening.

You could say that there is a volcano that can explode at any time or that corruption has hit the city so powerfully that the region has become abandoned, beaten, scrapped by bandits and beings of the worst strain. Let your creativity flow so that you can adapt your players to the climate you want to pass. Immerse your players in the scenario you create.

## Planning the Chronicle

Creating a world is the first step towards creating a chronicle and when you do, start by detailing the ideas for your players. Before before you can create the basis for your chronicle, you need to have a good understanding of what types of characters they want to play with and how these concepts relate to their ideas.

Suppose you are considering a chronicle that takes place during Carthage's meteoric rise and fall in 146 BC. You can view stories of intrigue, betrayal and games of

influence among vampires of great power. But what if one of the players wants to play with a Christian Nosferatu and another with an imposing and anti-political Ventrue, neither of them is compatible with his conception, correct? It is never a good idea to impose your character design on players. After all, they also want to contribute to the game and want to play interesting characters. It is at this point that negotiation and commitment are brought into play, perhaps you can attract the characters to your scenario of political, religious and double negotiation conflicts, but try to change the focus from the chronicle to the conflict of the characters in an attempt to avoid plots of their elders, while pursuing their own goals. Of course, in this case, you could suggest Nosferatu to be a polytheist, after all Christianity did not yet exist. The important thing is to make sure that your ideas and the players' expectations are synchronized before you even start to develop the chronicle. In this way, players can add their ideas to those of the narrator, making their job much easier.

Once everyone has agreed with the general idea of the chronicle, players can start creating their characters and you can make the first sketches of the world where they will be. It is important that this step is carried out simultaneously, allowing your ideas and those of the players to complete each other, pointing in directions that you would otherwise have ignored. Suppose, for example, that one of the players wants, before the Embrace, his character to have been a senator from the Roman Republic. You could use this idea and expand it: The character worked for the Tribune of the Plebe performing functions of political manipulation that benefited his interests and his assets that are using the work of the commoners and for this reason he would need such votes from the Senate. Then his position in the senate was usurped by the ghoul of a powerful vampire who set up evidence of corruption against him and, seeing this, an elder Ventrue who was an opponent of this same vampire embraced him as an attempt at revenge, using the player's motivation as a point of departure.

There are countless possibilities and ways to give more details to this story. You can then encourage the player to drill down further into the senate where your character was active, letting him create a story or important personalities that can be mixed with his world. This makes him embody your character, allows him to contribute to the game as a whole, and gives you a valuable source of material for your chronicle. Get players to enter in great detail when creating their characters. Sit down with them during the creation

process, open a debate about their background, and then use the information obtained in the best way possible. They can provide you with a large number of characters, situations and conflicts that can be useful later.

It is always important to take into account the background of the characters and develop them in detail, because as neophytes, the newly Embraced still have very strong ties to their mortal lives. Encourage the choice of Allies, Contacts, Influence and the like, and then discuss them with the players so that they materialize. Where do the character's resources come from? Is he an heir? Did he usurp a patrician? Did you participate in a corruption scheme and inherit land? What effect does this have on the character's identity and role in the chronicle? Likewise, allies and contacts are more than just points on a character sheet. They are people with emotions and feelings of their own. Suppose, for example, that a player wants his character to have medium-level contact between the military. Who is this contact and how did the character establish this relationship? He can be the friend of a character or a veteran infantry detective who has a habit of hitting first and asking questions later, guaranteeing many problems in social situations.

Usually this type of organization with the players is called "zero session", where you specify what you want, what you don't want, who the characters will be and what the stories will be told. Take advantage of the zero session to define everyone's interests in and out of play. If everyone agrees, conflicts and fights over scenario and rules will be easily avoided.

## Acting and Theater

When thinking about a chronicle, you first need to know the basis for your scenario. You will need this to create your stories, to know where it will go, what the objectives, the horrors and problems that the characters will face in that world. This will influence the immersion and involvement that your players will have in the world they are in. Consider the following ideas when creating the details for your world:

- **Power Disputes:** Corruption and disgrace are part of Rome's climate. This did not fail to reach vampires and perhaps it is thanks to them that it became popular. The world is a corrupt disgrace, people are dishonest and few are those who fight for hope. Not long ago, one of the most famous men who was said to be a bastion of goodness was brutally killed and this shook

Masculine Names		Feminine Names	
Agripa	Antonius	Áquila	Aurelia
Augustus	Aurelius	Appuleia	Aedinia
Brutus	Caesar	Alexandria	Belona
Caius	Cassius	Claudia	Caesia
Cícero	Fabius	Fabiana	Fenícia
Fabricius	Fabianu	Felícia	Moneta
Marcus	Maximus	Márcia	Numéria
Nero	Octavius	Nênia	Juno
Petronius	Tullius	Romana	Rurina
Titus	Vinicius	Venília	Volusena



the world even more, showing that it really is a place of disgrace and that as vampires, it is not worth being very different from this.

- **Wars and Invasions:** Do you mean that the tidy Ventrues of the empire are invading other lands? Land they call “barbarians”? Just to accumulate hundreds more hectares in your power? Who will the players help? Are they on the side of blue blood and believe in their policy or do they want to help the barbarians recover what is rightfully theirs and destroy the columns that raise this roof they call an empire? It is up to them to decide.

- **Exploration and Emotion:** Yes, the world can be very bad. But there is space to discover new territories, understand the empire in a different way and look for the new one. Occultism, lost treasures and splendors are scattered throughout the Roman Empire to be discovered. No more being involved in politics, the important thing is to know as much as possible and discover the world, as this is the essence of immortality.

## Objectives and Rewards

The chronicle is the general story that the Storyteller wants to tell his players. It consists of a series of minor stories where the players’ characters are the central personalities. Think of a chronicle as a collection of books that tell a long and complicated story. Each book is an individual story, broken down into chapters, and then into scenes. The events of each story depend very much on the course of the chronicle as a whole. This is the most demanding and time-consuming development stage for the narrator.

Unlike many other open RPG “campaigns,” it is recommended that Vampire chronicles have a definite beginning, middle and end. Consequently, you need to detail this structure beforehand in order to organize your thoughts, know when to take the right steps and create tension in the course of each story. A chronicle loses its focus and energy when it has no end in sight. After all this work, you’re going to want things to end with a bang and not a hiccup, right? Take a journal or a tape recorder and use it so that you can take notes of ideas as you sketch the course of your chronicle’s events. Don’t try to keep everything in your head.

At this point, you have a very large amount of information to help guide your chronic development. Now you have the bulk of the course that the stories will take and mix all the details into a functional whole. The first step is to choose a main theme, the central idea that describes the basic storyline. The themes are important

because they allow you to concentrate the events and actions of your chronicle, giving you consistency and emotional resonance, where you can build a final climax. The following are some themes for Vampire Chronicles that you can follow:

- **War of the Ages:** Elder Members hate younger vampires because they fear that new generations will take away the domains they have fought for decades or even centuries to establish. Members younger people resent older people for the ways that you selfishly take to defend their dominions and refuse to allow young people to build a place for themselves. It’s like waiting for a promotion that will never come, because the person in the top position will never die or retire and you need your job to stay alive. This feeling of tension generates many conflicts, inflating the ego or the anger of the younger ones so that they turn against their Elders and search for their own freedom.

- **War of Empires:** The empire wars against many empires and sometimes this is the result of the command of vampires who behind the curtains command the decisions of a nation. Just as Rome and Carthage have already fought brutally, other empires can rise and generate a revolt. Led by elders or young Cainites, what matters is the disastrous consequences that such clashes would bring.

- **War of the Elders:** In a confrontation of two elephants, the grass suffers the most. The war of the elders is based on vampires of considerable age who hate each other within a city, trying to destroy each other’s plans and egos. Neonates, Ancilla, Ghouls, all suffer when Elders decide to invest their time to wage war against themselves, making the city in a climate of unpredictable tension.

- **Conspiracy and Facts:** Rotates in a circle. Vampires as a race are skilled manipulators and deceivers, the best to adopt their schemes is to maintain an appearance of denial. A Neonate can impressively hate an Elder and can actually do so at the behest of an elder rival, who incited the turbulent vampire with cunning intelligence. In fact, some Kindred wonder whether the whole Jyhad is a scheme of the Antediluvians, and whether any vampire really has free will.

- **Golconda and Salvation:** There are rumors of a mysterious stranger, recently arrived in the city, saying that it is Methuselah who found the way to Golconda. Does he tell the truth or is he just a Jyhad agent sent by his masters to divide the city? The characters need to discover the truth and along the way feel the temptation of what the mysterious figure has to offer. Appropriate

themes for this chronicle can focus on redemption, humanity, greed, loyalty and compassion.

- **Breaking Rules:** Young Neonates drink their Sires and decide to break the rules, instigating a revolt among other neophytes to commit diablerie on their masters and take control of the city.

## Details Make the Difference

Once you have created the central theme and detailed the direction of the chronicle, you are ready to specify your scenario and the narrator's characters within it. The outline developed so far should provide a basis for the characters to be created and when they will appear in the game. In the example of the rule breakers developed earlier, the narrator would begin to develop the main vampires in the city, along with their domains, as well as the details of the city's Elysiums and the current prince. As the game continues, the narrator can fill in the details of the other Cainites, from the most promising to the Caitiff, as well as mortals who play important roles within the chronicle. The important thing is that you, the narrator, do not try to build an entire world in a single day. Think about what you will need at the current point in the chronicle, develop these elements in detail, and then plan ahead for some of your future needs.

The Vampire game works best with the well-constructed characters of the narrator, enabling a chronicle full of impacts and challenges. Mortal life is transitory, cities come and go. But vampires remain immortal, outwardly immutable, the only constant in a world that is always changing. The Narrator's characters are the heart and soul of the chronicle, giving life, action and energy to the landscape. Shape them with vivid details and act through them evoking emotions and ideas to the players. The first characters that the narrator is likely to create will be those generated by his or her characters' background of the players. This is a good place to start, as players will help you debate the stories and characteristics of your affiliates. From there, the characters of the Narrator and others will have logical needs for their chronicle, or it will arrive through the ebb and flow of collaborative play. When creating the first characters of the narrator, work with the following guidelines:

- **Set Objectives:** Each character has a role within the chronicle, even those who cross a dark alley and end up as prey for a hungry character. Establish the role that the character must fulfill, and then determine the qualities necessary for him to fulfill it effectively. A victim (yes, detail as many victims as possible, make the players feel

like they are hunting people and not pieces of papyrus) personifies characteristics of sympathy, terror and suffering. An antagonist, on the other hand, personifies cruelty, cunning or even brutal belligerence.

- **Establish Ages:** What are the ages of the main players? Are they influential in the city? Although the ideal is to start as neophytes, it is possible that you will give them more life span and consequently more resources. But supposing they are really neophytes, how are they seen in the city? This influences how they will feel there. Are they despised? Does the clan please you? How does the clan care about your presence? They must know what it is to be a neophyte to decide for themselves whether this will cause revolt or comfort.

- **Acting Characters:** Each character must have a personality. Each character must have an importance, this has already been said. But it all starts with names and their importance. Defining who they are and their history importance, you have access to your personality. It all starts with the name and then you can start creating your story, the events that involved that character's life, what he went through and what he is going through today, what are his goals and what are his secrets. This is because the acting characters will be part of the chronicle and will move the story forward, helping or being antagonistic to the players.

- **Weaknesses:** No one is perfect. All people have weaknesses or personality defects that we struggle with. This is especially important when dealing with great opponents. Villains who do nothing wrong, make no mistakes and are not afraid of anything are not only discouraging but also tedious. Weaknesses and defects provide loopholes that can be exploited and create a new level of suffering for a heroic character, who not only has to fight external demons, but also internal ones.

- **Statistics:** The last step. Just the numbers. Narrator characters do not have to be built along the careful line that player characters go through. You can assign any characters you want to the narrator's characters. If the characters are not unique, the best set of numbers in the world will not do the chronicle any good.

## Storytelling and Playing

Narrative art is a process, just like any artistic endeavor and, at first glance, can seem like an overwhelming task. The main elements to remember, however, are the five "imperatives" and the five "negatives": ten easy pieces



of advice to keep in mind at the table.

- **Involve Players Whenever Possible:** Incorporate your ideas and background into your chronicle. This will take some of the weight of building the world off your shoulders and give players another piece of the story you are telling. In the end, players are the most important though not necessarily the most powerful inhabitants of their chronicle.

- **Shape Player Expectations:** It's their game too. You need to have an idea about what kind of game they want to play before they develop their chronicle.

- **Be Prepared:** The more material you have ready before the game starts, the more attention you can devote when telling the stories. If you have had time to think about all the variations and deviations in the story, you will be better able to deal with the inevitable curves in the characters' actions.

- **Prioritize the Story over the Rules:** Don't let the story you want to "narrate get caught in the rules. You can create or break them as you see fit, if that will improve the story and make it more enjoyable for players.

- **Use Description, Dialogue and Action:** Bring your life to life world with vibrant descriptions, engaging views, smells, tastes and touch. Encourage interpretation by representing conversations and using different voices to individualize your characters. Keep pace and intensity high with dynamic actions. It is much better to describe the use of a Discipline as "Marco concentrates his inner strength, feeling his chest burn as the Beast temporarily takes his arms and from them claws are born, tearing his skin and bleeding him as he howls with anger and pain!" than "Marco uses Protean 2 and activates the beast's claws, spending 2 bloodpoints".

Let's face it, this is a game of interpretation and descriptions and to make it memorable and memorable, we need them! Don't turn your narrative into an exchange of words without involvement, turn it into an experience. Obviously you don't have to describe all the effects every time! You may be brief and describe the beginning of power, without much detail, but then it will make up for the narrative in other ways.

While you can use these tips to improve your preparation for the narrative, there are behaviors you can avoid doing so that you don't turn your game into a nightmare.

- **Avoid Stereotypes:** Nothing drains your chronicle's life faster than an endless parade of identical cardboard characters. Shape personalities, create unexpected and

striking characters, do everything you can to avoid stereotypes. Depending on the climate of your chronicle, they can serve as comic relief.

From neophytes to elders, everyone has unique qualities, disturbances, defects, quirks, ways and personalities. When you turn these characters into vampires with a story, they bring out their unique trait. At some point they will do something or some action that makes them unique, winning the attention of the players. But for that, you need to bring them to life.

- **REWARD THEM!** If players work hard and make smart decisions, your characters' success has to be proportionate to the challenges they face or they will feel robbed. Not only that, they will have a feeling of frustration and there is nothing worse in an RPG.

Remember that playing RPG is not always about rewards. It's often about telling a story. They are part of history, but they cannot be history.

- **Keep the Game of Secrets:** Much of the challenge of game is in the mystery, the parts of the story you reserves for players and their characters to find out for themselves. Nothing is better for the plot than players theorizing, drawing conclusions and solving the mystery.

- **You are the Judge, not the Dictator!** It is clear that you are the final judge of event resolutions. Your word is law, but you cannot use this power to make characters do what you want them to do. This is a game, everyone should have fun, whether or not they follow the script.

- **Don't Panic:** If the players pull the carpet under you, don't be afraid to "ask for time" to get your ideas back. It will happen quite a bit in the beginning, but after a while you will be able to handle anything they prepare for you.

When you are storytelling, you should always remember that the game should be fun for everyone. Do not treat your chronicle as a dispute between narrator and player, testing the limits of who harms whom within the story. Treat it as an adventure that everyone is playing together for fun.

Another factor that is uncomfortable at Vampire tables is the fact that they turn the chronicles into adventures so serious that they cannot be mistaken. Hey! Put your head in place! You are not in a competition, you are in a game. It is not because in the history of the Cainites that breaking a certain tradition will result in death that you will actually kill your players' characters in the first mistake they make! If every wrong move the characters make is severely punished, then you don't have an RPG

session, but an emotional torture session. Nobody has so much time a week in a game if not for fun. So take into account the seriousness factor with fun.

## Storytelling Techniques and Tips

Movies, books and television use a variety of tricks that can be easily adapted to the realm of dramatic narrative. Directors, writers and editors use techniques like these to increase the clarity of their stories, to manipulate our emotions, and increase our fears. These unique approaches add perspective and focus to the parts of the stories that storytellers want to emphasize and highlight.

As Storytellers, too, we have our own techniques. These techniques provide us with benefits similar to those that the creators of non-interactive media have. Storytellers are always looking for ways to make their games less static, more dramatically satisfying, and more distinctive. Here are some that have worked for Vampire Narrators over the past twenty years, as well as some new ones based on what we've learned. These tips and techniques can dramatically enrich your chronicle. Use your imagination and never be afraid to try something new or different. They may not be easy, but by making you think of emotional comparisons and contrasts, they will add depth to a chronic in a poignant, visual, and satisfying way.

### Interlude

Interlude (sometimes called "blue reserve") is a narrative technique that allows you to explore the action behind the scenes (also called "Interlude") to be explored in greater depth. It is a solo participation technique in which the player tells the narrator, in a narrative way, about what happened during the character's time behind the scenes. Often, the interesting action takes place outside the main storyline that you may want to explore with a single player or a small group of players. The break will give you a written assignment to tell you, in the form of a first person, about what goes on behind the scenes with the character at that particular moment.

This technique does not have to be used only to maintain direct and indirect covert actions. It can also be used to reproduce the details of a more personal material, and even material that is oriented towards adults and can be embarrassing for the rest of the group. (Sexual themes can be reproduced in this way, especially if the majority of the group is uncomfortable with it, but adult-oriented material is not just limited to sex.) Interlace can also be used to highlight a character's

prelude and successfully maintain the game is soft because not everyone is directly involved in the action.

Some players through messages write their Entreatments to directly inform the narrator. Others maintain blogs, wiki pages, or some other method of presenting their characters' entertainment in a way that other players (and even those who aren't playing the chronicle) can read and enjoy. Whether this is acceptable to the other players or the narrator depends on each group, as some prefer to keep the information secret so as not to spoil the surprise, while others consider it more like a scene in which the other players are spectators and not participants, allowing them to enjoy the ongoing story as members of the audience.

### CUT!

Scene cutting is a narrative technique that reinforces a story, jumping between two simultaneous parts of action that can be directly related to each other, in direct opposition to emotion and tone or both. When horror or suspense is used, it is extremely effective when justified by the monstrous nature of a specific point in the plot with something innocuous or even jovial. This technique highlights the horror and makes it look even more terrible because it is contrasted with something that is not intentionally horrible. When used in a chronicle, a narrator can use a cut scene to improve the direct action of the plot and quickly take it elsewhere - to another part at the same time that the direct action contrasts with the previous action. This increases the emotional tone of the original scene and adds counterpoints.

How to use this technique in your chronicle? Perhaps you want to highlight terror and despair, as a certain character is Embraced. You can alternate the direct action, the Embrace, and all the hunter versus prey games that lead to it, with the character in background scenes, scenes like home, love, friendship. By "fast-cutting" between the images of death (moment of capture, the tearing of clothes, canines tearing the skin, the slow, tortuous drainage of the precious vitae) life scenes (training swords with a friend, an erotic night with a lover, laugh with family members at a family reunion), you can make the Embrace terror all the more vivid and emphasize the fact that this loss is the immediate and end of life.

Try different approaches, mobilize other players to help play the "small parts" of a scene, try to use scenes to bring the metaphorical tone of your scene back to the theme of your Chronicle, making the "cut-to" representative of the images of the theme. Use them to



show the similarities and differences between the players' characters and the narrator's characters by cutting back and forth between your group's actions and the actions that supporting cast practices. Use your imagination, think about the theme, concept and atmosphere, and choose "cut-to" and "cut-do" images that represent your theme and concept visually and emotionally. Using this technique, you can draw the plot action and emotional tone of your chronicle into a cohesive whole.

Scene cuts are very difficult to use without spoiling the story. They need a lot of effort on the part of the narrator to deal with the rapid changes in perspective, and it requires dedication on the part of the players to give the situation the necessary attention. Otherwise, the scene has the potential to fail or be unpleasant.

## Flashbacks

Flashbacks are narrative devices that take scenes that happened in the past and retell them at an appropriate time. While behind-the-scenes scenes can highlight a particular piece of the action that is happening in the now of the chronicle, flashbacks can tell the moment in its entirety. Flashbacks can also be complete, self-contained stories (which can't even be taken from the characters of the initial scene) and say something about what's going on with the characters now. Flashback is a visual and emotional anticipation technique or allegory that works because it directly tells the characters in the scene something about what happened to them. You can use it to embody the background of your group's characters, playing for them, as well as precursor problems that your characters are facing.

Flashbacks can give players insight, showing what happened to the participants in the flashback scene. You can use flashbacks to give your group characters epiphanies and lighting, and you can connect those perceptions of the characters in your chronicle to the theme, concept, and atmosphere. Flashbacks are a very valuable technique to use in horror, as you can use them to convey a sense of immediate danger, despair and fear. You can use it to show your group the face of the enemy, and add to your fear, because I saw what the enemy had done before. In addition, they can be used to emphasize direct action in the chronicle in the same way that the scene can, but to tell an extended version of the contrasting action. Try different combinations, tell complete stories or unique integrals with dialogue scenes. Try using them to tell related stories that contrast with your main story. It's up to you.

For example, perhaps a group of Cainites is linked with a certain charge in the hierarchy of the place. The

direct action of a particular scene involves a group meeting with Immune to participate in a ritual at Elisio, on a closed night, where they hope to "expose" a rival as a traitor. Perhaps one of the characters is a Malkavian with Auspex and, after an interlude with the politician, he touches his shoulder to get his attention. This touch conveys a vision for the Malkavian who tells him a whole story about exactly what he did to frame the rival for his own betrayal of Immune. As a narrator, you use the flashback technique to draw all the other characters in a first-person narrative of the betrayal and the picture above. You play the real traitor and work to show a complete picture of your activity and pull your players into action by simply assigning them the filling roles on the spot.

After using this technique to show what happened in the past, you break the vision and pull the action back to the present, bringing the room back into direct focus. What you've done is shown, rather than being told that the politician is a naughty, deceitful liar and a danger to Immune in a way that is infinitely better than just telling Malkavian that "the Auspex test shows that the politician is the real traitor."

## Parallel Stories

This technique leads the players and places them in the auxiliary plot of the chronicle and allowing them to look at it from a different point of view. Parallel stories can also be used to tell a separate but connected story that runs alongside your main storyline. Side stories are interesting because they give you and your troupe a break from the main storyline of your chronicle. It brings new stories to life as it allows players to see their impact on the world through the eyes of others. It also allows players to change the face of the chronicle as they change their faces under the guise of god new characters. Side stories can also help support the emotional lines of your chronicle, linking these stories to a support cast developed from the main characters.

However, they work well in a variety of other examples. Storytellers can give information from the main story with the parallel characters and then connect them with the main characters. The characters' side stories can create a sense of tension and opposition, putting themselves directly in the path of the main players' characters and giving the parallel characters the feeling that the monsters have become the main characters. For example, auxiliary characters could be hunters in pursuit of the brotherhood. This qualified narrative allows players to doubt the well-being of their original characters. This technique also allows players to realize their ghosts,

retainers, and children by giving them insight into the supporting characters. In this way, a narrator can show the time of day, when the main characters are sleeping, instead of simply skipping the day.

Parallel stories also give another perspective on the results of certain Disciplines, such as Dementia, placing the player whose character caused Dementia literally inside the mind of his victim, painting the picture of what madness can be much more vividly. Furthermore, in a chronicle of hunters it can illustrate the types of lives that the circle can never live and, ironically, the obsession that leads hunters, always moving them away from their “normal” lives. Recognize the potential of this device for your chronicle, connect to your theme and concept, and then let it illustrate the mood of the piece by comparing or contrasting it with the action of the main plot.

## Theme and Mood

We know the classical era as a period of enlightenment, discovery and exploration of humanity. During antiquity, we know countless technologies involved with metallurgy, we develop architectural and military techniques to fight each other alive and explore the maximum potential, allowed at the time, of art and philosophy. It is impossible to rule out that the classical era was a period of enlightenment. This illumination also occurs in *Vampire the Classical Age*, 20th Anniversary Edition.

Other Vampire scenarios describe the history of our world in a dark way. Really is. But in *Vampire the Classical Age*, the dark period does not work in the same way. We know the Dark Ages as a period of hopelessness, darkness and unshakable religious faith. We know the Industrial Age as a period when large concrete forests rise in cities, leaving the skies blackened with pollution and bringing the darkness and political manipulation in which vampires are always involved. Finally, these days bring the loneliness of nights in cities that forget the existence of creatures of the night that feed on blood. But in the Classical Era, we have access to a completely different and differentiated scenario.

In this period, humanity went through one of its greatest developments as a civilization. The organization reached out to mortals and organized them into a rural exodus to the cities. The debates were part of everyday life and philosophy was present in the lives of some mortals. In *Vampire the Classic Era*, the world is completely enslaved by urban legends, tales, stories and myths. Mortals of antiquity, however much they believe in a philosophy, created by the Greeks, never abandoned

their superstitions. This means that mortals suspect that vampires exist, know that sorcerers are “common”, believe that lycanthropy is a disease, that ghosts are among us and that fairies are emissaries of the gods.

In ancient culture, mortals created countless stories involving creatures, which we now consider non-existent. Mortals really suspected the existence of creatures and often finding them could be a good or bad sign. Almost everyone reacts violently to differences, but there is a possibility that a mortal simply accepts the supernatural presence. If a philosophy instructor encounters a sorcerer, he is more likely to try to understand that sorcerer’s mind than if a warrior finds him. The warrior will probably not think twice before trying to chop his head off.

Although humans believe in the existence of such creatures, it does not mean that they live to destroy them. It is not like in the Dark Ages when a witch burned in each village and a vampire was shot with a stake in the chest in each city. No. Obviously mortals will hate it if they discover that there is a supernatural creature in the area, but they will not collapse mentally if they learn of the confirmed existence of these creatures. At this time, the climate worsens and warms up when there is a friction between mortals and supernatural creatures, there is always a feeling of tension in the air. No one knows when mortals can come together to cause a stir.

In ancient times, mortals worked hard with beliefs. Mythologies detail supernatural creatures in countless different ways. It is very likely that if a spirit comes into contact with a mortal, that mortal will prepare a handful of salt to trap it somewhere and then call on a priest to banish it to Tartarus. The same is true for vampires. Mortals don’t like supernatural creatures and if possible, they will destroy them without any pity or remorse. As stated, they do not live for this, but any discomfort that supernatural creatures can cause brings destruction within hours. Witches and sorcerers were crucified since antiquity, for different reasons, but they did not escape certain death.

When using mortals in your chronicle, understand that most of them will know the religious myths, the popular wisdom passed from father to son and will use this belief to defend themselves, if possible. Treat antiquity as a period of extremely present beliefs. Mortals really believe that the Deities exist just as they believe in curses and other supernatural events. For this reason, they fear the presence of creatures from the occult.

Nothing prevents supernatural creatures from deceiving mortals for their desires. Fairies disguise themselves as envoys of the Gods during the solstices



or celebratory festivals. Demons say they are sent from Hades or other deities as a way to turn humans into adherents. There is always a way to deceive them, although there is always a way to find out. The big question is how long will the deceptions last?

Although the gloomy atmosphere of the Dark Ages is not so present, in Vampire the Classic Era tension always dwells among vampires. They know that mortals are very suspicious of its existence. It is common to find a mortal staring at the way you look at your neck. Mortals look for clues and will walk away as soon as they notice something is wrong with the character. Because of this, vampires infiltrated the deadly senate and created several ways to avoid their discovery.

Treat and seniority as a period of constant tension. The vampire who today shows mortals that he exists tomorrow will be the one who will be staked in the chest. As much as vampires show themselves now and then, in the classical era it is very common for Cainites to be surprised by their arrogance and to glimpse their impending death. Although it is not a bleak scenario, mistrust is constant and a misstep can take you to final death. In the past, vampires have lived with humans. Today, mortals believe they have their freedom and will never allow slavery and servitude to supernatural beings to surface.

The fall of Rome in AD 395 was a major milestone for vampires. Many of them took advantage of all the chaos and dawn to burn documents, files and records of their existence. Vampires have always existed, they were only known by other names and the ignorance of their presence was due to the fall of the empire. Until then, many crucifixions will happen before the leeches can even think of projecting their hands over the deadly records.

## Antagonists and Narrative Characters

Here are just a few of the Narrator characters that the characters may conflict with. You will also find rules for involving these characters, for example, below you will find rules for exorcism and for the miracles of True Faith that some mortals exercise.

### Mortals

While several Kindred openly disparage mortals, only the most foolish neophytes underestimate their abilities. It is true that they are weak and short-lived, but mortals

are numerous and live in the sunlight, and some of them exert a great deal of power. Whether vampires are a secretive and powerful minority depends on both nature and need, as defined by the ever-changing balance with the mortal world.

The times when vampires and flocks lived side by side are gone, and have almost been forgotten even by the Cainites themselves, but the encounters continue and are passed on as tradition and legend. Children know that they should not go out at night, and any type of unconventional behavior raises the suspicion of an unknown presence. These suspicions can be faced with extreme prejudice. In addition, the duration of daylight regulates mortal life, with all activities beginning at dawn and ending at sunset, when people retreat into houses that have open flames as their only source of light and heat. This in no way prevents mortals from preparing for imminent attacks at night.

The effective separation of the worlds makes it very difficult for vampires and mortals to interact, making ghouls a fundamental necessity. In some cases, the role of ghoul can be interpreted in the most traditional sense: Many rulers and stewards perform their master's tasks and properties without suspecting their nature, except for their eccentric seclusion. Other vampires keep their mortal families close by, treating them as a haven at best or as a herd at worst. Finally, the most daring and power-hungry vampires develop close relationships with powerful mortals, using them as puppets to act in mortal society.

As we noted in the rest of this chapter, making common characters unique and memorable is the key to a strong chronicle. Here are some deadly characters from the narrator, which the players' characters can encounter. Not all are "average," but they should be interesting enough to trigger movement in the plot and inspire memorable interactions. They don't have a ready-made story, but you can create them to deepen your story.

We notice the exceptions, because by definition they stand out. The characters you present in your stories should stand out. We must be concerned about them. We must want to see more of them. It is also important to note that these characters are by no means numerically identical to the players' characters. Some may be better in some places, worse in others. When designing narrator characters, consider the needs of the story. If a character needs to be good at something to fit his concept, make him good at it. If a character fails in many ways, that's fine. The character creation rules do not presume an ordinary person, they reflect

an exceptional young vampire.

## Client

Even at the time of Classical Antiquity, there were jobs and workers earning their living honestly. These are the ordinary people of the Classical Era. They are slaves, men, the working class, the lowest steps in the social hierarchy. However, each one is an individual, a person with goals, identities and motivations. Gladiator slaves, prisoners and servants belong to a very varied social caste, in which anyone can act. Keep in mind that this position is not even considered a citizen of Rome and if you are caught doing anything other than your job, you will likely be punished. Slaves are objects of work, conquered after Rome invaded new territories. However cold it may be, they have no benefit from the empire. Scores can be the basis of ordinary humans, with few highs and many lows.

## Plebe

The commoners belong to the Roman class who can work, are freed from slavery and even Roman citizens. Despite being considered citizens, the plebeian did not have the right to vote until the creation of the Tribune of the Plebe, which acted as a senatorial organization that guaranteed the possibility of the plebe to express their wishes. Even so, the chances of becoming politicians were small, since it was required to be a decorated ex-military man or patrician.

## Promising Lawyer

Lawyers are part of a common profession in Rome, since the empire was a huge cradle for the development of politics and law. Therefore, it is very likely that your character needs a lawyer. The lawyer may be bribed or deceived in some way, despite his intelligence and excellent thinking skills.

**Attributes:** Strength 2, Dexterity 2, Stamina 2, Charisma 2, Manipulation 3, Appearance 2, Perception 2, Intelligence 3, Wits 3

**Abilities:** Alertness 2, Athletics 1, Empathy 1, Expression 2, Subterfuge 3, Commerce 2, Etiquette 2, Ride 2, Academic 3, Investigation 2, Law (Roman) 3, Philosophy 2, Religion 1

**Backgrounds:** Resources 2, Contacts 3, Allies 2

**Willpower:** 4

**Philosophy:** Humanity 5

**Virtues:** Conscience 1, Self-Control 4, Courage 3

## Intriguing Architect

Naturally architects are endowed with creativity and imagination, and the fact that Rome has become a cultural center in the world was due to architects. Rome is not only famous for paintings, sculptures and other artistic creations, but also for buildings. Architects were extremely essential in Rome. They designed and urbanized the common areas, they made Rome a functional city and many of them even designed siege weapons, as Vitruvius did. Architects can be used for knowledge of the buildings they have already made, for urban planning, for the construction of siege weapons and among others. Just look at the mortal's specialization.

**Atributos:** Strength 2, Dexterity 2, Stamina 2, Charisma 2, Manipulation 2, Appearance 3, Perception 3, Intelligence 4, Wits 2

**Abilities:** Alertness 3, Athletics 1, Expression 3, Empathy 2, Subterfuge 2, Crafts 4 (Architecture), Commerce 3, Etiquette 2, Ride 2, Academics 4, Investigation 1, Law 2, Philosophy 2 (Mathematics), Religion 2

**Backgrounds:** Resources 3, Allies 2, Influence 2

**Willpower:** 3

**Philosophy:** Humanity 6

**Virtues:** Conscience 2, Self-Control 4, Courage 3

## Curious Atronomer

Astronomy was part of Roman daily life. It is not so coincidental that their Gods took the name of planets. Astronomers are excellent forms of location, especially in the open sea, where it is not possible to have a map or there is no compass. In addition, some of them say they can predict weather conditions through astronomy and other factors. Therefore, many people rely on the word of astronomers as scientists and philosophers of the time.

**Attributes:** Strength 2, Dexterity 2, Stamina 1, Charisma 2, Manipulation 1, Appearance 2, Perception 4, Intelligence 3, Wits 3

**Abilities:** Alertness 3, Awareness 2, Expression 3, Subterfuge 1, Etiquette 2, Ride 1, Navigation 3, Academicos 4, Investigation 3, Heart Wisdom 2, Occultism 1, Philosophy 3 (Astrology)

**Backgrounds:** Resources 2, Fame 3, Contacts 3

**Willpower:** 3

**Philosophy:** Humanity 6

**Virtues:** Conscience 3, Self-Control 4, Courage 3



## Philosopher

In Rome, philosophers are teachers. Some still belong to slaves, others are freed men. They are philosophers and have a complete scholarship, being very useful to show another side of the coin. They can stimulate thinking, they can bring coherence to a plan, they can indicate a course of action and even try some diplomatic action through reasoning and intelligence. They are certainly impressive men.

**Attributes:** Strength 1, Dexterity 1, Stamina 2, Charisma 2, Manipulation 2, Appearance 2, Perception 3, Intelligence 4, Wits 3

**Abilities:** Alertness 2, Awareness 1, Expression 3, Subterfuge 2, Etiquette 2, Ride 2, Navigation 3, Academics 4, Investigação 2, Heart Wisdom 2, Occultism 2, Philosophy 4 (Any), Religion 2

**Backgrounds:** Resources 2, Allies 3, Fame 2, Influence 1 (Local Senate)

**Willpower:** 3

**Philosophy:** Humanidade 6

**Virtues:** Conscience 2, Self-Control 4, Courage 3

## Traveller

Although they do not have the proper study of a professional, travelers are great options when it comes to recognizing dangers of wildlife, paths, surviving famine situations and among others. They are usually born survivors and had to learn this, otherwise they might not survive to fulfill their duties.

**Attributes:** Strength 2, Dexterity 2, Stamina 3, Charisma 3, Manipulação 2, Aparência 2, Perception 3, Intelligence 2, Wits 3

**Abilities:** Alertness 3, Intimidation 2, Expression 1, Subterfuge 2, Ride 3, Commerce 2, Stealth 2, Survival 4, Academics 1, Investigation 2, Heart Wisdom 2, Philosophy 1 (Herbalism), Religion 1

**Backgrounds:** Allies 3, Contacts 4

**Willpower:** 4

**Philosophy:** Humanity 5

**Virtues:** Conscience 2, Self-Control 3, Courage 4

## Thief

The classic thieves are also always present. Rich or poor neighborhoods, war or peace zones, wherever you are,

there will always be someone to steal your boots after you die. Or maybe even earlier. Thieves are people of questionable character, either by choice or by impositions of life, they have taken this course and have been in this life for a while. They can be very useful when used wisely, such as distracting a guard, stealing a bag of salt or even asking what's going on in the streets.

Are thieves necessarily bad? No. There may be good people who have unfortunately succumbed to mortal needs and need to support themselves through crime. Not all thieves and criminals will have Humanity 4 and Consciousness 1 and often remorse will dwell in their hearts after a moment of crime, as they know what is right and wrong. Treat these characters as story triggers, teaching your players some final lesson, moral or otherwise. Not everything is as it seems. Not all are villains.

**Attributes:** Strength 1, Dexterity 4, Stamina 3, Charisma 3, Manipulation 3, Appearance 2, Perception 2, Intelligence 2, Wits 2

**Abilities:** Alertness 2, Athletics 2, Brawl 1, Intimidation 1, Streetwise 2, Subterfuge 2, Ride 1, Archery 1, Melee 2, Stealth 2, Academics 1, Investigation 2, Religion 2

**Backgrounds:** Resources 1, Allies 1, Fame 1, Contacts 2

**Willpower:** 5

**Philosophy:** Humanidade 4

**Virtues:** Conscience 1, Self-Control 3, Courage 5

## Military

Rome invested all its forces in the military. The economy contained military personnel, politics also, in all areas there was someone who could be military. This created a caste, although it was not economical because the military could act both among the Patricians and among the Plebeians. This is because they could buy, even more easily or be rewarded after years of battle. Those who could afford to pay the military to be their private escort.

## Mercenary

Mercenaries have always existed and will always exist. At the time of the empire, they could be soldiers who retired and did not receive due attention. Believe me, if for some fight with a senator or general the soldier was released from service, he probably would not receive anything he was promised. They can also be people

looking for better living conditions and thieves can also fit into this.

**Attributes:** Strength 2, Dexterity 3, Stamina 2, Charisma 1, Manipulation 2, Appearance 2, Perception 2, Intelligence 2, Wits 3

**Abilities:** Alertness 1, Athletics 1, Brawl 2, Intimidation 3, Expression 1, Streetwise 2, Subterfuge 1, Ride 1, Melee 2, Stealth 1, Survival 1, Academics 1, Investigation 1

**Background:** Resources 2, Contacts 2, Fame 1, Scouts 1 or 2

**Willpower:** 4

**Philosophy:** Humanity 5

**Virtues:** Conscience 2, Self-control 3, Courage 4

## Legionary / Archer

Legionaries and archers were the lowest positions in the army, like ordinary soldiers. They set up tents, trained, were in charge of sending messages, cleaning up dirt and doing all kinds of tasks that were for the benefit of the army. They were usually young, they didn't have so many battles, but they were very ambitious and some were even brave..

**Attributes:** Strength 2, Dexterity 3, Stamina 3, Cha-

risma 2, Manipulation 2, Appearance 2, Perception 3, Intelligence 2, Wits 3

**Abilities:** Alertness 2, Athletics 1/2, Intimidation 2, Expression 1, Brawl 2/1, Leadership 1, Subterfuge 1, Archery 1/2, Melee 2/1, Ride 1, Stealth 1, Survival 2, Academics 1, Research 2, Philosophy 1 (Military), Religion 1 (Roman Polytheism or Mithraism)

**Background:** Fame 1, Resources 1, Allies 3

**Willpower:** 3

**Philosophy:** Humanity 7

**Virtues:** Conscience 4, Self-control 2, Courage 4

## Decurion / Optio

Military personnel at this level already have a certain influence, even military. They have already fought in some battles, already achieved status and are on the rise, or are expected to be. Decurion is usually owned by cavalry while Optio is owned by infantry.

**Attributes:** Strength 3, Dexterity 2/3, Stamina 3/4, Charisma 2/3, Manipulation 2, Appearance 2, Perception 3, Intelligence 2, Wits 3

**Abilities:** Alertness 2, Athletics 2, Brawl 3/2, Intimidation 3, Expression 2, Leadership 2, Subterfuge 1, Ride 2/1, Stealth 1/2, Survival 2, Academics 1, Investigation 2, Philosophy 2 (Military), Religion 2





(Roman Polytheism or Mithraism)

**Background:** Fame 2, Centuria 1 or 2, Influence 1 (Military), Resources 2

**Willpower:** 4

**Philosophy:** Humanity 6

**Virtues:** Conscience 3, Self-control 3, Courage 4

## Centurion

The centurion was a well-trained soldier who led hundreds of men. Reaching this level, he could have access to political life and because of this he was considered a position of military influence. Centurions have already faced several battles, had different experiences during wartime. Some were already middle aged, which for Roma would be around twenty-five to thirty years old and began to be recognized in various ways.

**Attributes:** Strength 3, Dexterity 3, Stamina 4, Charisma 4, Manipulation 3, Appearance 2, Perception 3, Intelligence 2, Wits 3

**Abilities:** Alertness 3, Athletics 2, Fight 3, Intimidation 3, Expression 2, Leadership 3, Subterfuge 2, Archery 2, Melee Weapons 3, Riding 3, Stealth 2, Survival 3, Academics 1, Investigation 2, Philosophy 3 (Military), Religion 2

**Background:** Centuria 5, Fame 3, Influence 2 (Military), Resources 3, Contacts 2

**Willpower:** 5

**Philosophy:** Between Humanity 3 and 4

**Virtues:** Conscience 2, Self-control 4, Courage 4

## Legions

Roman armies were formed by legions. These remain approximately 5500 citizens and in its maximum expansion, Rome came to have thirty legions throughout the empire.

Each legion was represented by a number and a symbol. Generally these were in accordance with their history and Roman citizens honored that history with all their strength. The Romans believed in honor and if necessary they would die for it. Suicide in combat was preferable to retreating or declaring yourself a loser, similar to Japanese honor.

## Legatus

At this hierarchical level, Legatus was almost a political office. He could probably have influence in the senate or meet some senators, as he was the one who received direct orders from the caesar to pass on to the army. They were probably men of great experience and age, from thirty to forty years old and had gone through countless battles to win such a right. In Rome, when a general killed five thousand men on the battlefield, using his military tactics, he was congratulated on a great celebration, being able to take a walk beside the caesar.

**Attributes:** Strength 3, Dexterity 2, Stamina 3, Charisma 4, Manipulation 3, Appearance 2, Perception 3, Intelligence 2, Wits 3

**Abilities:** Alertness 3, Athletics 3, Brawl 2, Intimidation 3, Expression 2, Leadership 4, Subterfuge 2, Archery 2, Melee 3, Ride 3, Stealth 2, Survival 3, Academics 1, Investigation 2, Philosophy 4 (Military), Religion 3

**Background:** Allies 2, Influence 3, Fame 3, Resources 4

**Willpower:** 6

**Philosophy:** Humanity 3

**Virtues:** Conscience 1, Self-control 5, Courage 3

## Patrician

The patricians are the wealthy class of Roman society. Landowners, wealthy traders, politicians and people of influence are within this caste. In order for someone to become a patrician, that person must be decorated after years of service, buy the title or be born to a patrician family. Clearly none of the options were easy.

## Successful Comerciant

**Attributes:** Strength 2, Dexterity 2, Stamina 3, Charisma 3, Manipulation 3, Appearance 2, Perception 3, Intelligence 2, Wits 2

**Abilities:** Alertness 2, Athletics 1, Expression 2, Empathy 3, Leadership 2, Commerce 4 (Any), Ride 2, Academics 3, Law 2 and Politics 1

**Background:** Resources 3, Allies 2, Contacts 2, Influence 1

**Willpower:** 3

**Philosophy:** Humanity 6

**Virtues:** Conscience 2, Self-control 4, Courage 3

## Tribune

Among politics, this is part of a relatively low position. Tribunes are elected representatives of the will of a group. At the time, there was the Military Tribune and the Tribune of the Plebe. Tribunes could veto legislation and act as a counterweight to the senate.

**Attributes:** Strength 1, Dexterity 2, Stamina 2, Charisma 2, Manipulation 3, Appearance 2, Perception 3, Intelligence 3, Wits 2

**Abilities:** Alertness 2, Intimidation 1, Expression 2, Subterfuge 2, Riding 1, Academics 2, Investigation 2, Politics 2, Law 2, Philosophy 1 (Politics), Religion 1

**Background:** Allies 1, Contacts 1, Influence 1, Resources 2

**Willpower:** 3

**Philosophy:** Humanity 6

**Virtues:** Conscience 2, Self-control 4, Courage 3

## Senator

Among the various positions that existed within the politics of Rome, senators were all the characters who had already acquired a title of Patrician and could run for political positions within the Roman Senate. In order to facilitate and due to the variability of scores according to position and age, we will leave a score equivalent to these politically important citizens.

**Attributes:** 6/4/3

**Abilities:** 13/9/5

**Backgrounds:** Resources 3/4, Influence 2/4, Contacts 2, Fame 1/4

**Virtues:** 5

## Hunters (Not the Animal Hunter!)

If vampires themselves were not enough as enemies, hunters are their human enemies, most of the time. Although werewolves, wizards and other creatures can hunt vampires, hunters are predominantly human. Its great advantage over vampires is precisely being able to walk in daylight and use fire, stakes and sunlight to your advantage. Currently, in the reign of Nero, the number of hunters in Rome has increased dramatically, since the emperor, wary of the existence of vampires, is investing his efforts in this. Elder vampires have been preparing their havens, younger vampires have been training ghouls. In times of war, all protection is valid.

Only the most foolish or the youngest vampires derestimate hunters. Human or not, you cannot wait when you will be attacked or for what you will be attacked, whether by fire or stakes. So it is best to always keep your eyes open and your guard ready.

## Young Hunter

**Attributes:** Strength 2, Dexterity 2, Stamina 3, Charisma 2, Manipulation 3, Appearance 1/3, Perception 2, Intelligence 2, Wits 2

**Abilities:** Alertness 1, Athletics 1, Awareness 2, Brawl 1, Expression 1, Intimidation 2, Leadership 1, Subterfuge 2, Melee 1, Performance 1, Stealth 1, Academics 1, Research 2, Medicine 1, Occultism 2, Religion 2

**Background:** Resources 2, Allies 4

**Willpower:** 3

**Philosophy:** Humanity 6

**Virtues:** Conscience 2, Self-control 4, Courage 3

## Experient Hunter

**Attributes:** Strength 3, Dexterity 3, Stamina 3, Charisma 4, Manipulation 3, Appearance 1/3, Perception 2, Intelligence 2, Wits 2

**Abilities:** Alertness 2, Athletics 1, Awareness 2, Brawl 2, Expression 1, Intimidation 2, Leadership 2, Subterfuge 2, Melee 2, Performance 2, Stealth 1, Academics 1, Investigation 2, Occult 3, Religion 2

**Background:** Resources 2, Scouts 2, Allies 4

**Willpower:** 5

**Philosophy:** Humanity 5

**Virtues:** Conscience 1, Self-Control 5, Courage 4

## Religious Hunter

**Attributes:** Strength 3, Dexterity 3, Stamina 3, Charisma 4, Manipulation 3, Appearance 1/3, Perception 2, Intelligence 2, Wits 2

**Skills:** Alertness 3, Athletics 2, Awareness 2, Brawl 2, Expression 1, Intimidation 2, Leadership 2, Subterfuge 2, Melee 2, Performance 2, Stealth 1, Academics 2, Investigation 3, Occult 3, Religion 3

**Background:** Resources 3, Scouts 3, Allies 4

**Willpower:** Minimum of 7

**Philosophy:** Humanity 9

**Virtues:** Conscience 4, Self-control 5, Courage 4

**Merit:** True Faith 1-5



## True Faith

True Faith is a special Feature possessed by few in the World of Darkness. If, on the one hand, many mortals are more or less devoted to a belief in some type of Higher Entity or sacred cause, only a few have the ardor and deep conviction that are capable of protecting them from creatures like vampires. Note that, although most legends about vampires depict the Damned being repelled by crucifixes and the like, the Faith can manifest itself in several ways. A devout Mithraist may be able to protect himself from vampires by raising the symbol of his God, or a polytheist may be able to do so by chanting special prayers, perhaps with rites, while a Christian devoid of True Faith will find that his crucifix alone is powerless against the living Dead.

This Faith is not necessarily increased through experience. Certainly, it can arise from personal experience, but it is more vital than that, being above all a measure of conviction and inner strength. It is not something that comes from outside an individual, that can be placed by some god or angel. The strength of the conviction is a unique effort on the part of the fervent, but the powers dissipated by this are “borrowed” by the divinity in which the person believes or thinks he believes. At the narrator’s discretion, it is possible to determine whether the force is wholly derived from an entity or being superior or wholly belonging to the person, as a force of his conviction. Faith can increase or decrease in order to reflect a person’s zeal and religious confidence. The narrator must define how this will affect the character’s Faith, and can reduce or increase it.

In theory, it is possible for a mortal to have a level of Faith greater than 5, but only one in a billion will be like that, they are the type of people idolized and venerated as a saint. They are unlikely to be part of a chronicle (and, certainly, at most in a small part), but their powers would be immense. In fact, there is an easy way for a vampire to detect a person who has some level of Faith, without having to face any painful experience, Aura Perception always gives it away. A mortal who has Faith has his aura permanently altered, having a golden / silver “halo” surrounding his body. The strength of Faith determines how bright this halo is.

Note that the halo is not visible to anyone, only the Auspex Discipline reveals it. Remember that Faith represents a person’s total commitment to their beliefs, so that person will act accordingly. Those who have high levels of Faith can seem fanatical, or even insane to those who do not share the same religion. Cainites are not usually able to represent the True Faith for

long, although it is still possible (see Chapter 10 for Merits and Flaws).

## True Faith Powers

Faith is an abstract concept and difficult to communicate through tests and powers. This is just a framework for describing how True Faith manifests itself in some ways. They are a starting point, not the totality of the True Faith manifestations.

The Christian imagines his Faith in one way while the polytheist is going to represent it in another. As these are different points of view, it is not possible to establish a single standard.

- Each level of True Faith gives the believer an extra point of Willpower.
- True Faith is a shield against supernatural powers. Whenever a fervent one is directly affected by supernatural power, Vampire Discipline, ghostly manifestation or sorcery, he can spend one point of Willpower to resist the power. Subtract your True Faith from all successes achieved against him. This ability affects any power that would hurt or coerce it. When this test is used to resist the effects of the Daimonion, its rating counts as double.

## Levels of True Faith

Like any other Trait, Faith has values ranging from 1 to 5. The exact degree of protection that is provided to the individual by this Trait depends on this value, as explained below. It is obvious that this is only a guide. The narrators will have to make the necessary adaptations to adapt it to the tone of their stories, religions or to increase the drama of the chronicle.

- The believer is able to repel vampires, dead and other creatures that live near or in the shadows of the world with the power of their inner light. He can say prayers, raise sacred symbols or simply the intensity of his presence to keep them apart and away. Spend a Willpower point and test your True Faith against a difficulty of the creature’s current Willpower points. If no success is obtained, the creature is not expelled, but has felt the weight of the Faith and cannot advance against the faithful with hostility or evil intentions. If the test is totally successful, each success becomes a turn in which the creature must run in the existential terror of the faithful, sure of the power of faith. If the believer has physical contact with the creature at the time of the test, any success obtained becomes automatic

aggravated damage against the monster, making it a potentially deadly force against the forces of darkness.

- The fervent know that the presence of the unnatural is in diametrical opposition to their own harmonious existence. Whenever a believer is in the vicinity of an unnatural or evil being, the Narrator must alert the believer to a feeling of intense malaise. Depending on the number of monsters or the strength of their evil, the Storyteller may express growing unease. There is no need for testing, and in some especially perverse cases, the Storyteller may call a specific person a monster, rather than leaving it vague. Although this will alert the character to a supernaturally hidden monster, for example, with the Obfuscate Discipline, the character is only warned that the unnatural exists close to her. At this level of faith, he does not immediately reveal the exact presence or identity of the evil.

- The believer is firm in his mind. It is immune to the effects of Chimerism, Dementia, Domination, Obfuscation and any other supernatural power that confuses the mind or tries to change it.

- The believer is firm in his heart. She is immune to the Blood Bond and ghouls, and cannot be resurrected as a ghost or enslaved after death. He is immune to Presence or any other supernatural powers that manipulate emotions.

- In an impressive manifestation of inner light, the believer is a beacon of light from what she believes to be right and good. Hearing him pray or preach, whisper poems or just speak kindly fills any unnatural creature with an inner distaste for any and all sin he has committed. At such times, the creature has no doubts about its repulsive nature. Vampires must roll to resist Röttschreck with difficulty 9 or they will be forced to flee during the scene. If she cannot escape, she will shrink to the corners and hurt herself physically, trying to end her own inner agony. Other types of dark creatures react similarly. The monster can take the opportunity to redeem itself later, raising its road occurs at half the normal cost. If he does not do this in the next story, he will automatically lose a point in his Philosophy and a point in his highest Virtue while reveling in the monstrosity and fleeing the light..

## Miracles

Occasionally (not more than once in a story), believers experience miracles. These are moments when he does the impossible without having to roll. Usually, these miracles manifest themselves only when the fervent are trying to do something truly selfless or in

great effort against true darkness. Since True Faith does not usually focus on healing or compassion, but rather on fighting darkness, these miracles can come to fill the gap. Some examples include bringing life to a stillborn child, curing a plague that plagues a village and the direct intervention of some unexplained manifested beings. To be considered miracles, of course, they need to be unknowable and, on rare occasions, as terrible as they are impressive.

## Artifacts and Relics

Great acts, miracles and incredible sacrifices affect not only people, but sometimes things and even places. Sacred relics and artifacts are born from the power of faith through intimate association with moments of inspiration or by being carried in the hands of true believers. Sacred artifacts are rare, unique and cannot be created. They must happen spontaneously.

In fact, these items have power. They absorbed the Faith from their original owners and from the devout Christians who have worshiped them over the years. The most powerful relics are the most famous, associated with the greatest saints, to which thousands of pilgrims have prayed. However, the relic of any saint has some power, even a false relic can acquire power. If enough people firmly believe that a relic has power, it gains a little Faith.

The greatest relics of all are the Holy Grail (the chalice of Christ), the true Cross (in which He died) and the Holy Shroud (with which He was buried). Thousands of wood chips circulate in Europe, supposedly parts of the Cross of Christ. However, most relics are bones, parts of the corpses of the saints. Finger bones are the most common, skulls are considered powerful relics, and unscrupulous merchants profit greatly by selling unknown animal bones and remains to the most credulous.

Needless to say, these artifacts are completely historical, rare or even exist. Copies cannot be reliably made and will never have the same effect. They are probably lost or in the hands of some very special fervor and finding them, in fact, will be an especially difficult task to accomplish.

- A place or object can become a Sacred Artifact both for the result and for causing the manifestation of True Faith. The edge of a cliff where a suffering man first saw the larger scope and saw the light can be an artifact as easily as the sword he later used to kill a hundred demons.

- Sacred artifacts have True Faith ratings on their own from 1 to 5. Holding the item or using its space (in



the case of a location) can grant someone those points in True Faith, as long as they are working toward the light and not violate your Consciousness and Humanity. Fervent using a sacred artifact, they add the points of True Artifact Faith to their own. This can theoretically increase a character's effective True Faith above five, to a maximum of ten points.

- Wielding a sacred artifact successfully can be a valid reason to purchase Faith True. It is a drastic experience that alters the life of those who wield it.
- A sacred artifact has certain miracles attached to it, historical or mythological. This influences any miracles that may happen to or around its bearer in the future.

## The Necklace of Ahura Mazda

### True Faith •

In Zoroastrianism, Ahura Mazda is the God of Good, who fights eternally against Arimā, his brother and the God of Evil. Ahura Mazda manages to bring protection against evil, of all kinds, protecting the faithful and preventing them from suffering at the hands of others. his brother Arimā. It is said that this necklace was created by a follower of Ahura Mazda, to protect his children from Arimā's evil attempts to catch them while

he would fight Arimā with the help of Ahura Mazda. All the darkness, created by Arimā, could not reach his children as long as they wore the necklace. Those who wear the necklace are immune from evil. Evil creatures suffer the same effects described in the first level of True Faith, for one night the wearer can choose to nullify Necromancy, Darkness and powers that involve darkness and death to be completely nullified.

## Mithra's Blade

### True Faith • •

The light of Mithras reaches everyone. No matter what people do, they will be won over by it. The Sword of Mithras is able to remind people of their power and command. Characters who wield this sword will have the blessings of Mithras, acting as commanders and leaders within battlefields. Legend has it that during the Punic Wars, one of the generals received such a sword from Mithras so that he could command his army in a grand war and lead Rome to victory.

While the character is wielding, his voice will be echoed through the skies. Mortals who are following your lead will not disobey you, as your command checks have automatic successes with them. Mortals who are



against your leadership must resist a Willpower roll (difficulty 8) in order not to obey it. Intimidation checks reduce the difficulty by two. The sword bearer can intimidate supernatural creatures by rolling Charisma + Intimidation (difficulty equivalent to the target's current Willpower). Each success will reduce a die in actions against the sword bearer.

## Longinus Spear (Spear of Destiny)

### True Faith • • •

Everyone knows the story of Longinus, the soldier who pierced Christ with his spear while he was suffering on the cross. There are versions in which Longinus did it out of malice and others out of pity. But when the blood flowed, something turned the artifact into a magician, bringing a divine blessing to the soldier, who carried the spear for a long time. In addition to dealing aggravated damage, it also completely ignores supernatural protections equivalent to adding the wielder's True Faith to that of the weapon. The spear became known as the Spear of Destiny because it can target any creature to final death in the blink of an eye, if touched.

## The Robes of Abraham

### True Faith • • • •

Abraham, blessed and protected by the Nameless God after receiving charges from him. He wandered through the Middle East with his children and each kept his father's name remembered for the years that followed after his death. The point is that Abraham's robes absorbed part of his blessing and as soon as his name was remembered, the robes will always be protected. They do not wear out or are not destroyed. Whoever wears them will receive the blessings and everyone who is in any way helping those who wear them will reduce the difficulties of any test by two points. While everyone who tries anything against whom he equips such garments receives two more difficulty in any roll.

## The Holy Grail

### True Faith • • • • •

Used by Yeshua, or Jesus Christ during the Last Supper, the Holy Grail has much power in it. It is not possible to know exactly what he is capable of accomplishing, but it is said that whoever drinks from him will receive the complete cure for any natural or supernatural disease

that is imposed on them. Other rumors say that it is also capable of raising the dead and **ending** vampirism completely, curing a Cainite of such a condition. No one has really proven the veracity of such facts, but rumors make this one of the most sought-after artifacts in the world even so shortly after Christ's death.

## The Power of Faith

Demons, dark creatures and other creatures use people's faith so they can make their powers work. Some believe that any being can try to replicate the power of the Faith by making people believe in them.

Throughout history, Cainites like Mikhail, Archangel Toreador tried to replicate splendid and almost divine acts, so that they could win over people's belief, while others simply did it because their ego was above the clouds. Although no one can confirm whether it is possible, many try to replicate, without success. At the discretion of the narrator, if a large group of people acquire faith in the character in question, he may gain some benefits, as in the examples below. Remember that this is a much lower level of faith and is nothing like True Faith.

Believers say that creeds are a manifestation of Willpower and people's beliefs, deposited on that target. The character can only replicate only one of these effects per week. It is necessary that to have an effect like this, at least a dozen people are faithfully following the character, praying to him as if he were a deity:

- Ability to ignore the Beast for a scene by spending Willpower, rather than for a single turn. The character can cancel Animalism effects, but he cannot pretend to have lost his hunger. He still feels it, only the beast does not dominate it. If it reaches zero blood points, it will normally fall into torpor like any other vampire.
- Miraculous healing, being able to heal only one point of Aggravated damage, spending only one point of blood and one of Willpower. Rest is also not necessary.
- Resist the effects of mental Disciplines such as Domination, Chimerism, Obfuscation and others for a single turn for the cost of one point of Willpower.
- Resist pain. The character is able to resist pain for an amount of turns equivalent to the character's current Willpower.

Storytellers can feel free to create their own effects, adapting to the needs of the story. The Roman Empire



is a very open territory for any type of faith, justifying the number of religions that arose at the time, in addition to Christianity and Mithraism. Or narrators can simply dismiss the idea of this possibility.

## Animais

Much of the Classical Era, outside the city area is populated by a wide variety of animal life. Many vampires interact with animals through the Animalism Discipline, through the Blood Vinculum, or they can transform into an animal through the Metamorphosis Discipline.

The following features offer several examples of animals for your chronicle. They can serve as a basis for raising their own animals, as players will inevitably chase or come across things we cannot hope to cover here. Some of the animals listed are not naturally present in Europe during this period. However, the rich imported many animals, and the privileged Cainites did so to take advantage of their gifts of Animalism. Animals here have only Physical and Mental Attributes. They may have some skills. Competently trained animals can maintain and recover Willpower points. If a trait is listed in square brackets, it is something that a trained example of the animal has. The blood reserve characteristic listed reflects the number of blood points a vampire can take from the animal and the maximum number of vitae that a ghoul can hold.

Animals have listed attacks. This does not necessarily mean that they receive additional actions inherently, but they can split their action to make multiple attacks if they have different attack modes available. This is like a normal multiple action.

Ghoul animals are treated like any other ghouls, with the notable difference in blood supply. They can heal damage and have a Power point. With training, they can learn more Potence, Celerity and Fortitude the way other ghouls can, but they can never learn other Disciplines.

### Crocodile

Attributes: Strength 4, Dexterity 2, Stamina 4, Perception 3, Intelligence 2, Wits 3

Abilities: Alertness 2, Athletics 2, Brawl 2, Stealth 3  
Willpower: 3, Health Levels: OK, OK, OK, -1, -1, -1, -2, -5, Incapacitated

Attack: Bite for seven dice lethal and initiate grapple with a bite; tail slap for six dice bashing

Blood Pool: 5

Note: Alligators and crocodiles have one soak die of armor, usable against bashing or lethal damage.

### Bats

Attributes: Strength 1, Dexterity 3, Stamina 2, Perception 3, Intelligence 1, Reason 2

Skills: Alertness 3, Athletics 3, Stealth 2

Willpower: 2, Health Levels: OK, -1, -3

Attack: Bite with a Lethal die

Blood Pool: 1/4 (1 blood point equals four bats)

Note: Bats can fly at 25 mph / 40 km / h. Bat-shaped vampires by the Protean Discipline are bigger than these examples.

### Bear

Attributes: Strength 5, Dexterity 2, Stamina 5, Perception 3, Intelligence 3, Wits 2

Abilities: Alertness 3, Brawl 3, Intimidation 2, Stealth 1

Willpower: 4

Health Levels: OK, OK, OK, -1, -1, -1, -3, -3, -5, Incapacitated

Attack: Claw for seven dice lethal; bite for six dice lethal

Blood Pool: 5

### Bird

#### SMALL BIRD (FINCH, PARROT, ETC.)

Attributes: Strength 1, Dexterity 3, Stamina 2, Perception 3, Intelligence 2, Wits 3

Abilities: Alertness 3 [Performance (Mimicry) 3]

Willpower: 1, Health Levels: -2, -5, Incapacitated

Attack: Harassment (-1 die on all dice pools to target while being harassed)

Blood Pool: 1/4 (1 blood point equals four small birds)

#### BIG BIRD (EAGLE, CROW, ETC.)

Attributes: Strength 2, Dexterity 3, Stamina 3, Perception 3, Intelligence 2, Wits 3

Abilities: Alertness 3, Athletics 2, Brawl 1, Intimidation 2 [Brawl 3, Empathy 4, Intimidation 4]

Willpower: 3, Health Levels: OK, -1, -1, -2, -5, Incapacitated

Attack: Claw for two dice lethal; bite for one die lethal (only in desperation)

Blood Pool: 1/2 (1 blood point equals two large birds)

Note: A bird can typically fly at 25 to 50 mph (40 to 80 kph).

## Camel

Attributes: Strength 6, Dexterity 3, Stamina 3, Perception 3, Intelligence 3, Wits 2

Abilities: Alertness 3, Athletics 3, Brawl 4

Willpower: 3, Health Levels: OK, OK, -1, -1, -2, -2

Attack: Kick for six dice; bite for four dice

Blood Pool: 6

## Cat

### DOMESTIC CAT

Attributes: Strength 1, Dexterity 3, Stamina 3, Perception 3, Intelligence 2, Wits 3

Abilities: Alertness 3, Athletics (Climbing) 3, Brawl 2,

Intimidation 2, Stealth 4 [Empathy 2, Subterfuge 2]

Willpower: 3, Health Levels: OK, -1, -2, -5, Incapacitated

Attack: Bite for one die bashing; claw for one die bashing

Blood Pool: 1

## Linx

Attributes: Strength 3, Dexterity 3, Stamina 3, Perception 3, Intelligence 2, Wits 3

Abilities: Alertness 3, Athletics (Climbing) 3, Brawl 3

Willpower: 3, Health Levels: OK, -1, -1, -2, -5,

Incapacitated

Attack: Bite for four dice lethal; claw for three dice lethal

Blood Pool: 4

### LEOPARD (JAGUAR, PANTHER, ETC.)

Attributes: Strength 4, Dexterity 3, Stamina 3, Perception 3, Intelligence 2, Wits 3

Abilities: Alertness 3, Athletics 3, Brawl 3 [Intimidation 4, Stealth 3]

Willpower: 4, Health Levels: OK, -1, -1, -2, -2, -5,

Incapacitated

Attack: Bite for five dice lethal; claw for four dice lethal

Blood Pool: 5

### TIGER (LION, ETC.)

Attributes: Strength 5, Dexterity 4, Stamina 4, Perception 4, Intelligence 3, Wits 3

Abilities: Alertness 3, Athletics 3, Brawl 3 [Intimidation 4, Stealth 3]

Willpower: 5, Health Levels: OK, -1, -1, -2, -2, -5,

Incapacitated

Attack: Bite for six dice lethal; claw for five dice lethal

Blood Pool: 5

## Dog

### SMALL DOG

Attributes: Strength 2, Dexterity 3, Stamina 2, Perception 3, Intelligence 1, Wits 3

Abilities: Alertness 3, Athletics 3 [Empathy 2, Performance 1, Stealth 3], Brawl 1

Willpower: 3, Health Levels: OK, -1, -5, Incapacitated

Attack: Bite for two dice bashing

Blood Pool: 1

### MEDIUM DOG

Attributes: Strength 3, Dexterity 3, Stamina 3, Perception 3, Intelligence 2, Wits 3

Abilities: Alertness 3, Athletics 3, Brawl 2, Survival (Tracking) 3 [Empathy 2, Intimidation 1, Stealth 2]

Willpower: 3, Health Levels: OK, -1, -1, -2, -5, Incapacitated

Attack: Bite for three dice bashing; claw for two dice bashing

Blood Pool: 2

## Horse

### SMALL HORSE (PONY, FOEL, ETC.)

Attributes: Strength 4, Dexterity 2, Stamina 3, Perception 3, Intelligence 2, Wits 2

Abilities: Alertness 3, Athletics 3, Brawl 1 [Brawl 2, Empathy 2]

Willpower: 2, Health Levels: OK, OK, -1, -1, -2, -2, -5, Incapacitated

Attack: Trample or kick for six dice; bite for three

Blood Pool: 3

### BIG HORSE (STALLION, CLYDESDALE, ETC.)

Attributes: Strength 6, Dexterity 2, Stamina 5, Perception 3, Intelligence 2, Wits 2

Abilities: Alertness 3, Athletics 3, Brawl 1 [Brawl 3, Empathy 2, Intimidation 2]

Willpower: 4, Health Levels: OK, OK, -1, -1, -2, -2, -5, Incapacitated

Attack: Trample or kick for seven dice bashing; bite for three dice bashing

Blood Pool: 4

### LARGE PRIMATES (ORANGUTAN, GORILLA)

Attributes: Strength 4, Dexterity 4, Stamina 3, Perception 3, Intelligence 3, Wits 4



Abilities: Alertness 3, Athletics (Climbing) 3, Brawl 2 [Empathy 2]  
Willpower: 5, Health Levels: OK, -1, -1, -2, -2, -5, Incapacitated  
Attack: Bite for five dice bashing; claw for four dice bashing  
Blood Pool: 6

## **Pig**

### **SMALL PIG**

#### **(DOMESTIC PIG)**

Attributes: Strength 2, Dexterity 2, Stamina 4, Perception 3, Intelligence 2, Wits 2  
Abilities: Alertness 2, Athletics 2, Brawl 2  
Willpower: 3, Health Levels: OK, OK, -1, -1, -2, -5, Incapacitated  
Attack: Bite for two dice bashing  
Blood Pool: 3

### **BIG PIG (BOAR)**

Attributes: Strength 4, Dexterity 2, Stamina 5, Perception 3, Intelligence 2, Wits 2  
Abilities: Alertness 2, Athletics 2, Brawl 2 [Intimidation 2]  
Willpower: 3, Health Levels: OK, OK, -1, -1, -2, -5, Incapacitated  
Attack: Bite for four dice bashing; gore for five dice lethal  
Blood Pool: 4

## **Rat**

Attributes: Strength 1, Dexterity 2, Stamina 3, Perception 2, Intelligence 1, Wits 1  
Abilities: Alertness 2, Athletics 3, Brawl 1, Stealth 3  
Willpower: 4, Health Levels: OK, -1, -5, Incapacitated  
Attack: Bite for one die bashing  
Blood Pool: 1/4 (1 blood point equals 4 rats)  
Note: Rats frequently attack in swarms (see the rules in next page).  
Nota: Os ratos frequentemente atacam em enxames (veja as regras abaixo e na página seguinte).

## **Snakes**

### **COMMON SERPENT**

Attributes: Strength 2, Dexterity 3, Stamina 3, Perception 3, Intelligence 1, Wits 2  
Abilities: Alertness 3, Athletics 3, Brawl 3  
Willpower: 4, Health Levels: OK, -1, -1, -2, -2, -5, Incapacitated

Attack: Constrict for four dice bashing per turn  
Blood Pool: 2

### **POISON SERPENT**

Attributes: Strength 1, Dexterity 3, Stamina 3, Perception 3, Intelligence 1, Wits 2  
Abilities: Alertness 3, Athletics 3, Brawl 3  
Willpower: 4, Health Levels: OK, -1, -2, -5, Incapacitated  
Attack: Bite for two dice lethal (see Poisons, p. 350)  
Blood Pool: 1

## **Spider**

Attributes: Strength 0, Dexterity 3, Stamina 1, Perception 1, Intelligence 1, Wits 3  
Abilities: None  
Willpower: 3, Health Levels: Dead  
Attack: No damage, but bite may be poisonous (see Chapter 7)  
Blood Pool: None  
Note: Characters must make a Perception + Alertness roll (difficulty 7) to notice spiders on them.

## **Lobo**

Attributes: Strength 3, Dexterity 3, Stamina 3, Perception 3, Intelligence 2, Wits 3  
Abilities: Alertness 2, Athletics 1, Brawl 3, Stealth 2  
Willpower: 3, Health Levels: OK, -1, -1, -3, -5, Incapacitated  
Attack: Bite for four dice lethal; claw for four dice lethal  
Blood Pool: 2

## **Swarms**

The animal characteristics described reflect individual creatures. However, animals sometimes attack as large groups, packs or swarms. These rules simplify this type of attack instead of drowning the table in dice and minutiae.

Refer to the table below, which presents a series of sample animals to get started, usually based on size. For each turn a character is in the swarm, roll the listed damage dice, difficulty 6. The characters can try to dodge with difficulty 8 and can absorb normally. Most swarms cause lethal damage, except for particularly small and non-threatening insects. Animal swarms make this type of attack once per turn in the initiative ranking listed in the chart.

Characters in a swarm move at half their normal

movement, unless they have successfully dodged their turn. If the animals deal three or more levels of health damage (before absorbing), the character is dropped and surrendered. In such cases, he can only move from one to two meters or yards per turn, and the swarm's damage difficulty becomes 4 instead of 6. The character is effectively knocked out.

The listed vitality is the amount of damage needed to disperse a swarm. Normal weapons deal only one level of damage per turn, regardless of successes achieved. A swarm does not cover. Damage to large areas, such as fires, causes normal damage. While the marked vitality disperses the swarm, two additional levels of damage are required to completely eradicate the animals.

Animal	Dam- age	Vital- ity	Inicia- tive
Small Insects	1	5	2
Large Insects	2	7	3
Flyer Insects	2	5	4
Birds, Bats	4	9	5
Rats	3	7	3
Big Cats	4	9	3
Wild Cats	4	6	6
Packs (Dogs, Wolves, etc.)	6	15	4

## Vampires

Of all creatures, vampires are privileged for the simple factor of the advantage of immortality. Although there are disadvantages such as sunlight and that of the Beast, vampires have considerably unlimited time if they are not harmed or disturbed. This gives them space to practice what they want and when they want, increasing the performance of their skills more and more. Below are possible scores of vampires according to their ages, described in the first chapter.

### Ancillae

**Generation:** 9th to 7th  
**Attributes:** 8/6/4  
**Abilities:** 15/12/8  
**Backgrounds:** 10  
**Disciplines:** 6  
**Bonus Points:** 20

### Elder

**Generation:** 7th to 5th  
**Attributes:** 10/7/5  
**Abilities:** 17/13/10  
**Backgrounds:** 15  
**Disciplines:** 10 (6 from Clan)  
**Bonus Points:** 25

### Mathuselah

**Generation:** 6th to 4th  
**Attributes:** 12/9/6  
**Abilities:** 20/15/12  
**Backgrounds:** 20  
**Disciplines:** 15 (8 de Clă)  
**Bonus Points:** 35

First of all, do not forget to take into account that this score is suitable for vampires who were really active during the time they lived. If an Elder of five hundred years had been in torpor for at least three centuries, then he had the life span of just one Ancilla and therefore would not have the same score as an Elder of the same age. Think about how profitable the vampire years were and whether he really made the most of them for creating the record.

The storyteller may also feel free to change any scoring predetermined points to suit the character sheet of such antagonists at his table. Alternative rules as in the Age Backgrounds can be used, although if they do, the scores described above should be discarded and only use the antecedent as a character's point base. Usually elder vampires start in the 10th generation instead of the 12th, either by diablerie or age.

## Age Background

The Background reflects the time the vampire was active, not his total time of existence. The years he was in torpor do not count, for during that period he did not increase his power or knowledge.

- 51 - 200 active years: +30 Bonus Points, -1 Humanity
- 201 - 350 active years: +55 Bonus Points, -2 Humanity
- 351 - 500 active years: +75 Bonus Points, -3 Humanity
- 501 - 750 active years: +90 Bonus Points, -4 Humanity
- 751 - 1000 active years: +100



The passing of the centuries grants many Bonus Points per level (cumulative), but also charges its price in Humanity / Philosophy, -1 point for each point in the Background. This lost Humanity / Philosophy can only be. If you want a more balanced game, use the Background Age without the score suggested above. You must choose one or the other. Add the Background Age only as bonus points, removing the appropriate Humanity points

## Ghoul

More than money and fear, the vitae guarantees devotion and obedience. Several servants are vinculed to their masters through the use of Disciplines such as Dominate and Presence, but most are linked by a Blood Vinculum to their masters (see Chapter 7). When mortals consume a vampire's blood regularly, they become ghouls.

A crucial element of Kindred society since the beginning of time, ghouls depend on the vitae of a vampire, who guarantees their fidelity and transforms them into something ever closer to their master. Unlike the Blood Vinculum used in Cainites, the bond created with ghouls has different effects. The ghoul's proximity is not due to the fact that he loves the vampire who gives him blood, but because of his addiction to taking vitae. The more mortals ingest the Cainite vitae, the worse it gets in the body, creating dependencies almost like alcohol or herbs that mortals use at this time. They will always return to their masters looking for more, as they know they need it.

In some cases, being a ghoul is just an intermediary phase before the Embrace, but most of the time this has proved to be an empty promise. Some Cainites take whole families or small communities as their ghouls, while some clans, like the Tzimisce, raise their loyal servants through selected lineages. When dealing with mortals, use the same rules as the Blood Vinculum, changing only the main characteristic: Instead of being love, it is an addiction.

## Rules

As long as a ghoul has vitae in its body, it does not age. If the ghoul is unable to feed on a monthly basis, he will slowly lose the vitae and the powers that come with it, including catching up. A ghoul without vitae quickly returns to its real age, and those who survived a mortal life quickly turn to dust. Regardless of the vampire's

generation, ghouls can retain a maximum of 10 blood points and spend one per turn. The limit of the blood reservoir increases by one every century, while the rate of consumption remains the same.

Using his blood points, a ghoul can heal and increase Physical Attributes like a vampire (see Chapters 6 and 7). In addition, they can regenerate a lost limb by spending a variable amount of blood (one point for small features like fingers or ears, two for medium features like eyes or feet and three for large features like arms or legs), one point of Strength Will and roll Stamina (with difficulty or 8). A critical test failure means losing the limb permanently. They heal the damage like a mortal, but they can spend their blood to heal the damage like a Cainite. A ghoul can absorb lethal damage, but it still absorbs blunt damage like other mortals.

Power in the sovereign's blood is partially transferred to the ghoul: after a sip, they gain a Power point. Ghouls can also learn other Disciplines. Celerity, Fortitude and Potence are always available, while other powers depend on what the sovereign knows. Learning the first level of a new Discipline costs 20 experience points, while additional levels cost 25x the current level (reduced to 15x for the Sovereign's clan Disciplines). Levels above the first are only available for ghouls whose master generation is lower than the eighth. See the chart below for an explanation.

Generation	Max. Discipline
8th+	1
7th	2
6th	3
5th	4
4th	5
3rd	???

When a ghoul carries at least five points of blood from its sovereign, it exhibits the weakness of its dominator's clan. In addition, he may go into a frenzy, but the difficulty of testing to resist the frenzy decreases by two.

After a month without feeding, the ghoul craves more vitae (not necessarily from his master). Each time they have a chance to feed, they can resist being successful on a Self-Control roll with difficulty 7. As the desire worsens, the ghoul manifests a desire for human blood. To resist this desire, the ghoul must succeed on a Willpower roll with difficulty 6 or avoid rolling by spending a Willpower point. A critical failure means that the ghoul must

consume human flesh or blood immediately.

A ghoul is not necessarily human, any animal can consume vitae and obtain the qualities described above. The main difference is in the maximum blood reserve, as this varies with the size of the animal (for example, human-sized animals may contain 10 blood points, a large dog 6, a sloth 4, a horse 14 and so on). In addition, animalghouls can only learn Speed, Fortitude and Power.

**Longevity Alternative Rule:** Normally, when Ghouls feed on vampiric vitae, they gain longevity. However, as they eat, they become dependent on it, because if they stop, they can grow old and die after all the centuries of life. Naturally Ghouls can be eternal as vampires, as long as they drink the vitae. As an alternative rule for longevity, treat that Ghouls only last 250 years plus 50 for each Vigor point.

## Demon

In ancient Greece, demons were not what we know from Christian culture. In reality, demons were like entities that resembled Arab Djinn's, capable of fulfilling their wishes, but at the same time with temperaments that could be selfish. They represented personifications of emotions, elements and characteristics that might or might not be human and were materialized as spirits here. Of course, this was just an attempt to justify the supernatural. Demons are evil creatures and no one is able to know their true origin except themselves.

There are those who say that they are fallen angels, there are those who say that they are creations from Hell of Hades, or creations from Christian Hell. There are also those who say that they are the personifications of bad emotions that we create ourselves, as an internal beast and that dominates us at the moment of our own weaknesses. However demons do materialize and can cause many problems for anyone who gets in their way.

When presenting demons in your campaign, remember to use some characteristics that are part of them. They are usually powerful and putting them on can create an entire arc challenge for your players. Another factor that is important to remember is that True Faith guarantees twice as many successes against demons and is an excellent weapon to dispel them. Take into account that demons cannot pass the fifth point while they are in the human era. Later on you will see that demons have two forms: mortal and true.

- Demons are powerful in nature. Although people don't know where they come from, this includes vampires, they are creatures from Hell. So they create supernatural resistance there. Consider that any demon should have a scale of 1-5 in Fortitude, of course.

- Demonic healing is also splendid, overcoming the healing of more skilled werewolves and wizards. When injured, they can heal 1 to 3 health points per turn without much effort. Consider the demon's strength and potential to judge when he is able to heal per turn.

- Even the weakest have the first levels of Dominate and Presence. When dealing with demons, consider a score of 1 to 3 in both Disciplines. Powerful demons can reach 5 to 7.

- Daimonion may be a Baali exclusive Discipline among vampires, but it is certainly not among demons. For them, this is the most present power. For being a common characteristic among them, however weak they are, they have 3 to 5 Daimonion on average. The most powerful can pass this. Any demon will have at least two Daimonion points.

- The real challenge of winning such a creature is in relation to its resistances. Disciplines (powers in general) of mind control and emotional influence can work on demons, although with greater difficulty. Disciplines like Auspex, Dementation, Dominate, Presence and Chimestry have an increased difficulty in three when being used against demons (to a maximum of 10). This is because they are creatures that came from a place of eternal suffering and can resist the most brutal commands of domination. The only certainty in relation to demons is that they have immunity to fire, whether magical or natural. Another factor is that Disciplines, powers, rituals, Blood Sorcery and any effects created based on infernal powers, like Daimonion, have no effect against demons.

- Demons also have hellish investments, but according to their Daimonion level, which allows them to have more hellish resources to summon. Don't forget that fire doesn't hurt them either, and they are immune to fire. Set the Hellish Investments from 1 to 3 points for Demons.

These beings are definitely not creatures to underestimate or "play". They cannot be easily manipulated and vampires who decide willingly barely know what to expect when dealing with demons. For demons to live on the earth plane, they must be



summoned by humans or another creature and host a mortal body. Not everyone can do this and those who are powerful enough to be unable to inhabit a body become places, structures or buildings large enough to hold their powers.

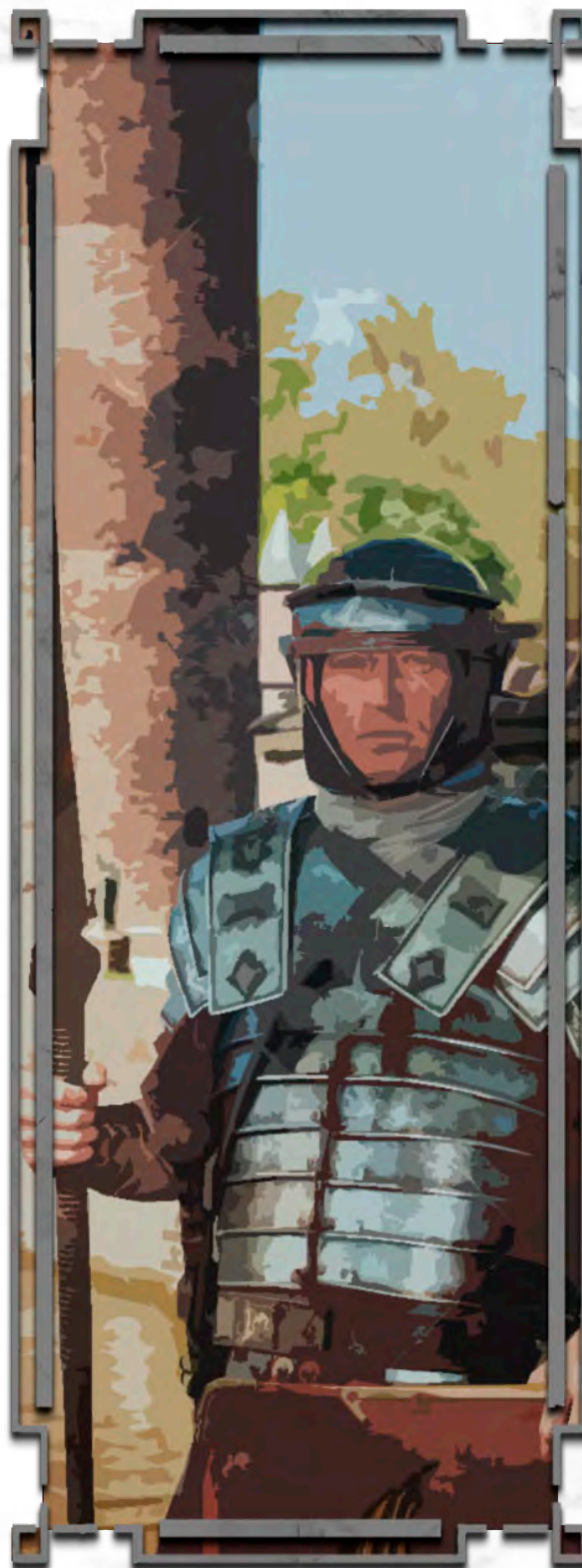
Although demons can inhabit human bodies as a form of camouflage, they can still resume their true form. The great asset is when they acquire their true form because it has numerous advantages, but they have catastrophic consequences. When demons are in true form, they feel the urge to return to hell, but at the same time the disciplines that could influence them mentally or emotionally cease to have an effect. Their physical attributes increase dramatically and they can use the maximum potential of their power, because while they are in human form they cannot exceed five points in their characteristics. Demons in their true form may require near-divine presences and major focuses of True Faith to banish or destroy them, which is especially complicated. Mere mortals are almost unable to have any effect on them and even the most powerful vampires must fear them.

Even the most powerful have weaknesses. Demons in general, regardless of caste or age, have the same weaknesses. Weaknesses are the only things that prevent demons from reigning among us.

- True Faith always has the same effects on demons. All True Faith successes are twice as much, and in especially powerful demons, triple.

- Their stay is complicated, as God or another Deity does not allow demons to rule freely on Earth. In order for them to come to the plane they must be summoned, imprisoned or brought into the mortal world through human wickedness or stupidity. Once they are here, most demons decide to spend a little time using profane means such as taking on human bodies and mixing with mortal society. Some magical talismans can erect similar barriers at the storyteller's discretion.

- The true form can be a great bonus to them, as it increases their survival skills, but when demons do, they lose their host. Remember that to be here, they need to occupy human bodies. When demons become their true faces, they risk going back to hell. Each turn that remains in true form must be made a Willpower roll (difficulty 8). It only takes one success for them to remain here on Earth. If they fail, they will have the amount of Willpower points left in turns until they are sucked into hell in eternal suffering. Critical failures instantly bring the demon to hell.



- Scolded desires or emotions are part of the demons. Each demon in particular has an emotion, desire or greed of their own and this is the big factor that hurts them and keeps them from doing their evil. These weaknesses are for the demons just as hunger is for the Cainites. Demons need to satisfy these addictions and if they don't, they become more and more out of control. Once a week, they need to perform such acts at least once. For each week they go without satisfying their addictions, they will experience the same frenzy effects caused by starvation in vampires. Take into account the tables created in the rules chapter.

## Demon Examples

Demons can be great deceivers when they want to. Affection and generosity will be part of their daily lives so that they can deceive mortals or make other beings their pawns. When demons are on Earth, they are intelligent and cunning. They calculate their actions carefully, they plan exactly where they want to be and are likely to reach these levels if other beings do not intervene.

Even so, something usually gives a feeling that something is wrong, even if they are inhabiting human bodies. Silence, freezing winds, a cold spine and a sense of fear can become common, although there are ways for them to mask this. Consider that these characteristics can happen and even changes in your voice and in the odor or aroma they exhale would deliver your true face. When vampires drink blood from demons, the effects can be very varied, at the discretion of the narrator.

## Infernal Warrior

The infantry of Hell, these brutal servants fight whenever possible. Although they are not stupid, they are also not subtle. When summoned, warrior demons prefer to disguise themselves as powerful animals-lions, bears, hides-or human-charismatic fighters, such as barbarians or knights. Many are said to leave bloody footprints wherever they go. In their true forms, they look like things from many hands with crushing limbs, penetrating eyes and jagged mouths.

**Attributes:** Strength 3 (7), Dexterity 3 (6), Stamina 3 (7), Charisma 2, Manipulation 2, Appearance (0, irrelevant or variable), Perception 3 (5), Intelligence 3 and Wits 4.

**Abilities:** Alertness 3, Acuity 4, Sports 3, Fight 4, Intimidation 4, Leadership 3, Subterfuge 3, Archery 2, Melee Weapons 4, Stealth 2, Survival 3, Investi-

gation 2, Occult 4, Religion 2.

**Disciplines:** Potence 5, Fortitude 4, Daimonion 3, Celerity 3, Dominate 3, Presence 2, Protean 2 and Auspex 2.

**Vitality Levels:** OK, OK, OK, OK, OK, -1, -1, -1, -1, -3, -3, -5, Incapacitated

**Blood Points:** 15

**Willpower:** 7

## Infernal Seducer

Seducers are charming, diplomatic and sincere. For them, the investment of a few months behaving like someone's best friend more than makes up for the eventual reward. Many really appreciate human companionship, and seem to regret it when they turn their "partners" over to eventual condemnation. The human spirit fascinates most seducers, the hope that people have on Earth is much better than the despair of Hell. Perhaps they detest this hope for some reason. What they themselves cannot have, they destroy in others.

**Attributes:** Strength 2 (6), Dexterity 2 (6), Stamina 3 (6), Charisma 3, Manipulation 4, Appearance 4, Perception 3, Intelligence 4 and Wits 2.

**Abilities:** Alertness 2, Awareness 3, Athletics 2, Fight 2, Intimidation 5, Leadership 4, Expression 3, Morning 3, Subterfuge 4, Archery 2, Melee 1, Stealth 2, Survival 2, Academics 3, Investigation 3, Occult 5, Religion 3.

**Disciplines:** Daimonion 5, Presence 5, Dominate 4, Auspex 3, Potence 2, Fortitude 2, Celerity 1

**Vitality Levels:** OK, OK, OK, OK, -1, -1, -2, -2, -5, Incapacitated

**Blood Points:** 15

**Willpower:** 8

## Demonic Sheet

Below are possible scores for use in the creation of demons for your table. Use them to create a base and try to get as close as possible to what is right for your table. Define each demon's addictions according to his personality. The narrator should feel free to make the desired changes to each of the scores and adapt them to the table.

### COMMON DEMON

**Attributes:** 7/5/4

**Abilities:** 16/12/8



**Disciplines:** Fortitude 1, Potence 2, Dominate 2, Presence 2, Daimonion 2 (or nine points to distribute in Disciplines)

**Special:** Supernatural healing of one point per turn.

**Blood Points:** 10

**Vitality:** 9

**Addictions:** 1

### POWERFUL DEMON

**Attributes:** 8/6/5

**Abilities:** 19/14/11

**Disciplines:** Potence 2, Fortitude 3, Presence 3, Dominate 3, Daimonion 4 (or fifteen points to distribute between Disciplines)

**Blood Points:** 15

**Special:** Supernatural healing of two points per turn.

**Vitality:** 11

**Addictions:** 2

### EXTREMELY POWERFUL DEMON

**Attributes:** 9/7/6

**Abilities:** 21/17/13

**Disciplines:** Potence 3, Presence 4, Dominate 4, Fortitude 4, Daimonion 5 (or twenty points to distribute in Disciplines)

**Blood Points:** 20

**Special:** Supernatural healing of three points per turn.

**Vitality:** 14

**Addictions:** 3

## Ghosts and Wraiths

The restless dead, persistent spirits of deceased mortals have been with us since the Cainites existed, or perhaps before. Many call themselves Appearances and they are connected to the world of the living because of some Passion, some unfinished business in the realm of the living. Not every deceased mortal manifests himself as one of the Restless, but all who do so retain links with people, places or objects in their lives. These physical anchors are capable of governing existence moved by the emotion of the Wraiths, which draw their livelihood from strong emotions, in a manner similar to that of the Cainites with blood.

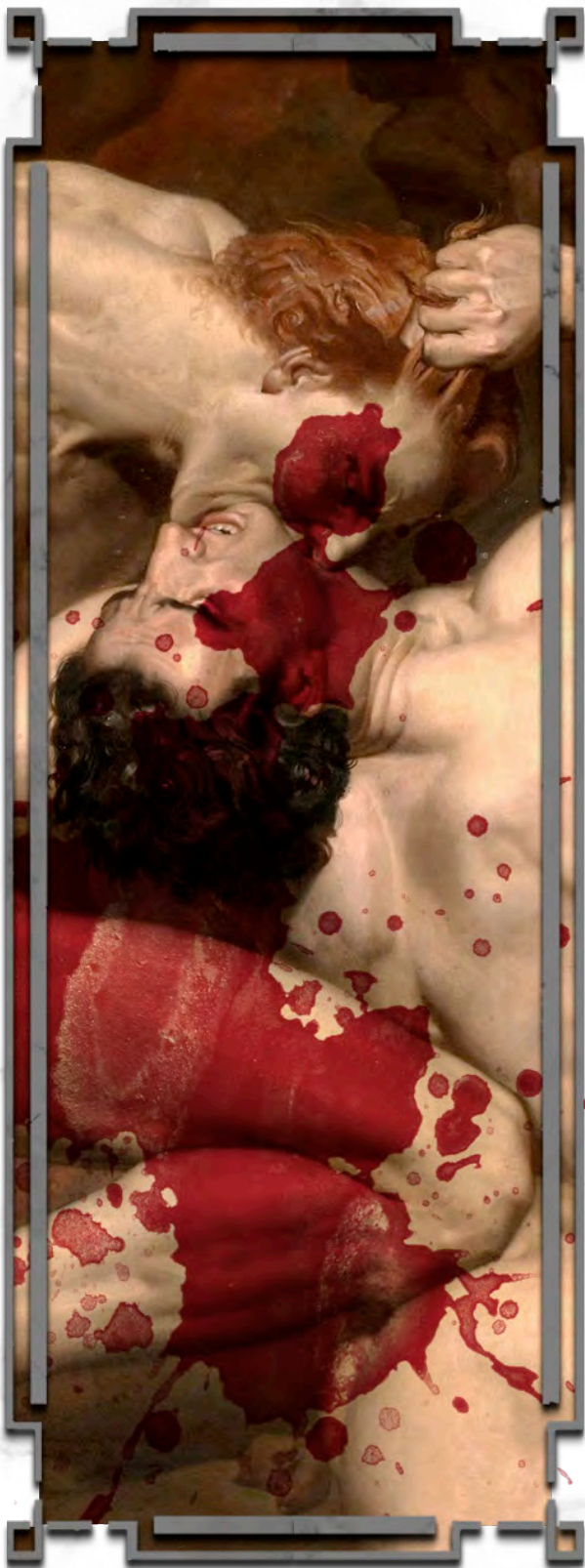
Wraiths, although normally incorporeal, can appear among the living in various guises, through a range

of powers similar to vampiric Disciplines. The dishes thrown by invisible hands, the whispers coming from nowhere, the disturbing images that shine at the limits of perception, these are all part of the baggage of tricks of the Wraiths, and the Cainites are not immune to this magic. Haunted vampires are doubly cursed and these unfortunate ones are often despised by the Kindred society. However, Wraiths cannot howl and rattle along the paths of the Realms of the Flesh (the warm world, where people still have flesh and bones) with impunity.

There is the Shroud that prevents them, a spiritual barrier that separates the living from the dead. Most Cainites, with the exception of the Cappadocian clan, manage to evade any involvement with the Wraiths. Vampires who do the opposite sometimes regret their actions. A person killed with a grudge against a vampire can become an annoyance or a threat. Only those with knowledge of Necromancy have any recourse against the restless dead.

Not all Cainites know what Wraiths are capable of and are not able to do, but all of them have unique weaknesses and abilities that only Cappadocians could know. The existence of an apparition is not easy due to its own conditions. It is suffered and completely sad. Some of these weaknesses and characteristics can be cited.

- Wraiths “feed on” emotions, this recharges your reserve of passion, which is used to energize your magical abilities (much like blood points). Vampires in a state of frenzy may well be strengthening a ghostly opponent.
- Wraiths are most effective in “haunted” places and places where great suffering or trauma has left a psychic residue (battlefields, torture chambers, the walls from which dozens of soldiers died after a catapult shot, etc.). In these places, the Shroud between the worlds of the living and the dead is more fragile.
- The physical nature of the Kindred and the incorporeal nature of the Wraiths makes conventional struggles between them impossible. Vampires can influence one of the Restless by manipulating their shackles (objects or people important to the living ghost), or they can directly affect an apparition with Blood Magic, Necromancy or other Disciplines. In turn, the apparitions can possess mortals to attack a Cainite or throw inanimate objects invisibly.



- Appearances are usually invisible, unless they want to be seen. However, vampires are able to observe them with the use of Auspex.

- Some Cappadocians met with ghosts truly evil and full of hatred, who set out to make the lives of their would-be masters completely miserable. These dark spirits seem to “live” for the sole purpose of inflicting pain and seem to really feed on it. Other spirits seem to fear them and refer to them as Specters or Shadows.

- Wraiths are able to affect the land of the living, although it takes a lot of effort. In the Dark Realms, however, they can easily inflict damage on the unwary who invade their territory. (The values to the right of the “/” bar reflect the level of appearance in the Dark Realms).

### **Tribuisti Lemurian**

In Roman culture, spirits exist and are present among us. They are called dii Manes. Usually associated with ancestors, these can also be recently deceased who wander among the worlds in order to visit the land of the living. These are called Lemurious or Larvae. They are known in this way for their whining, tormenting their targets. These spirits are evil and need peace, as they bring the suffering of hell to the living. Thus, the Festival of Lemuria or Tribuisti Lemurian emerged.

This festival has the sole purpose of pacifying and calming the dead during a period of the year. The Festival of Lemuria takes place on the 9th, 11th and 13th of May. The rites were performed in the middle of the night, when the moon was positioned exactly in the middle of the skies. It is believed that this was the greatest moment of connection between the world of the living and the dead.

Usually family leaders walked around barefoot, walking around the house, while snapping their fingers to ward off evil spirits. Then they washed their hands in spring water and distributed broad beans or beans as offerings to the spirits. Finally, in protection of his family, Pater Familias (father of the family) exclaimed nine times aloud that he was doing that rite to redeem his family, without being able to look back. When he was finished, he washed his hands and beat them in bronze, asking the spirits of his ancestors to leave their home until next year and only then could he look back.

The Romans believed that this type of rite removed evil entities. Because they worked with numerology, the Romans performed this ritual for three nights, with an interval between them. They believed that the symbolism of the three represented a beginning, middle and end. For



this reason, the ritual was divided into three nights. In addition to this, there were funerary rites of incineration and burial. There were other festivities to worship the dead. Represent these rituals as you wish within your scenario. They may or may not work. But consider festive dates to bring depth and history to your chronicle.

## Recent Wraith

This newly created Wraith is generally quite petulant and still maintains significant links with the mortal world. However, she is inexperienced in the ways of the Underworld and the supernatural, which often leads to unpleasant surprises.

**Attributes:** Strength 1/2, Dexterity 3, Stamina 3, Charisma 2, Manipulation 3, Appearance 2, Perception 3, Intelligence 2, Wits 3

**Abilities:** Alertness 3, Athletics 2, Awareness 1, Brawl 1, Empathy 4, Expression 2, Intimidation 2, Leadership 1, Subterfuge 1, Melee 1, Etiquette 2, Stealth 2, Academics 1, Popular Wisdom 2, Investigation 1, Occult 1, Philosophy 1 and Religion 1

**Equivalent Disciplines:** Dementia 2, Auspex 1, Chimerism 1, Obtenebration 1, Domination 1, Vicissitude 1

**Humanity:** 6

**Willpower:** 5

**Passion Reserve:** 5

## Lemurios

Death and time have not improved this appearance at all. Perhaps he died so full of anger and hatred in his heart that his dark side consumed him totally in death, or perhaps his bitterness led him slowly into darkness. Whatever the reason, he now has fear and pain for companions. Lemurios people seem to communicate through a shared conscience, and if one needs help, at least three others will respond to your calls. Communicating with these will certainly bring other spirits with you. No Romans want to have contact with these and believe it to be a sign of bad luck when some Lemurios decides to communicate with you.

**Attributes:** Strength 1/3, Dexterity 3, Stamina 5, Charisma 2, Manipulation 3, Appearance 1, Perception 2, Intelligence 4, Wits 3

**Abilities:** Alertness 3, Athletics 3, Awareness 2, Brawl 2, Empathy 2, Expression 2, Intimidation 3, Leadership 2, Subterfuge 3, Melee 2, Etiquette 2,

Stealth 3, Academics 2, Heart Wisdom 3, Investigation 2, Occult 3, Philosophy 2 and Religion 2

**Equivalent Disciplines:** Chimestry 4, Dementation 4, Vicissitude 4, Obtenebration 3, Auspex 2, Obfuscation 2, Presence 2, Protean 2

**Humanity:** 3

**Willpower:** 7

**Passion Reserve:** 9

## Larvae

She may have died decades or centuries ago. These possessors of such power are not often seen in the Dark Realms, as time has eroded some of their links to the mortal world. Those who do emerge are considered to be some of the strongest and most fearful Wraiths. Not even the most fearful wizards want to meet these dark creatures.

**Attributes:** Strength 1/4, Dexterity 5, Stamina 5, Charisma 3, Manipulation 4, Appearance 1, Perception 5, Intelligence 3, Wits 3

**Abilities:** Alertness 3, Athletics 2, Awareness 4, Brawl 3, Expression 1, Intimidation 4, Leadership 3, Subterfuge 3, Melee 2, Etiquette 2, Stealth 3, Academics 2, Heart Wisdom 4, Investigation 2, Occult 4, Philosophy 2 and Religion 3

**Equivalent Disciplines:** Obtenebration 5, Dementation 4, Vicissitude 3, Domination 3, Auspex 2, Presence 2, Chimestry 1

**Humanity:** 1

**Willpower:** 9

**Passion Reserve:** 10

## Lycanthropes

Scholars claim that cities belong to vampires, and Kindred's race while the interstices between cities and stretches of unoccupied deserts that surround communities belong to creatures that call themselves Lupines. The truth of the situation is a little more complex, however. These are lycanthropes, werewolves, and in territories outside cities, their will and anger is the law.

Vampires fearfully portray the capabilities of Lupines for violence. Shapeshifters consider themselves a warrior race and their anger is close to the peak. In fact, vampires and Lupines have been at war forever, and for every shape-shifter, it's a holy war. Even though the vampire certainly shares with the werewolves some similarities

like affinity with animals, a beast that guides their movements, the ability to assume other forms, even if that doesn't help them. For Werewolves, vampires are disgraced and cursed creatures that should not have the chance to coexist because they steal the lives of living beings. When vampires and werewolves meet, bloodshed is almost certain to happen.

Even the wisest of elders fears the cruelty of the werewolf, both for its almost indestructibility and its ability to inflict carnage. Experienced Cainites say the greatest threat posed by a werewolf is not only its potential to invoke violence, but to endure it as well. A werewolf is a challenge for an entire circle of young vampires, some furious Lupines may well be able to overcome a fight against a circle of elder vampires. Winning a werewolf is a pride that few Cainites can boast about.

Gossip among well-traveled vampires implies that werewolves are not the only creatures that can take on the skins of wild animals. Those that can take the form of crows, sharks, big cats, or even spiders, circulate among the night kingdom. Whether there is any truth in these tales has not yet been confirmed, but undeniably, night or other can be proved, it is only a matter of time.

Still, there are werewolves who can be so cunning and manipulative against vampires. Lupines actually want vampires to think that they live only among the savages while they remain dazzled and disguised within the Roman senate. Sooner or later the meeting takes place and is inevitable.

- Lupines can take the form of wolves and human beings, as well as intermediate forms that associate characteristics of both. The most terrifying of all is his combat form of "Lycanthrope", a terrifying creature 3 meters tall, with a wolf's head, which inspires a supernatural terror in humans. When in this form, their Physical Attributes are duplicated, but they cannot use Social Attributes in relation to other creatures that not the werewolves themselves and the wild beasts (except to intimidate or terrify, of course).

- Werewolves create an effect known as Delirium that is similar to a "forced mask." When non-supernatural creatures observe a Lupine in battle form or using mystical power, they are very likely to flee, and then tend to rationalize the event in their minds, no matter how far they have to go to justify it. This can occasionally help a vampire to protect his own violations of Traditions, although a Kindred in close proximity to a werewolf

probably has more immediate concerns.

- Werewolves can attack multiple times each turn, and usually take two to six actions in a single turn (such as using Celerity). They also go into a frenzy as quickly as any Brujah, and when they are in this murderous state, they do not lose any vital points due to injuries.

- Lupines heal with incredible speed, regenerating a level of vitality each turn. Only fire, silver, or the claws and teeth of other supernatural creatures (such as a vampire's fangs) are capable of causing long-lasting injuries to a werewolf, and they are capable of healing even those injuries in the same way as humans. But the worst thing is that werewolves can absorb this damage easily. Consider that all types of damage, blunt, lethal and Aggravated. Can be absorbed with the werewolf's normal Stamina. However, as they are living beings, the bruise damage applied to them is not split in half as in the case of the undead.

- Werewolves nurture their natural powers with Gnosis, a measure of their innate spiritual energy. This Gnosis is a "battery" of various qualities, such as bloodpoints. Werewolves regain Gnosis through deep meditation, or bargaining with the spirits.

- Apparently, Lupines are able to breed invisibly the "world of spirits", and sometimes they come out of nowhere, to attack their opponents.

- The aconite is of no use against the Lupines, but silver is really your Achilles' heel. Werewolves are unable to absorb the damage caused by silver weapons and are unable to regenerate such wounds as usual.

- Lupines can resort to strange powers mystics, not unlike the Disciplines of the Cainites and, if they have the time, can elaborate some rituals similar to Dur-An-Ki or Blood Magic. These powers depend on the area of expertise and can be represented by Disciplines, assume that a scouting werewolf would have some affinity with Obfuscate, while a shaman with Blood Magic etc.

- Werewolves do not have the same morality as vampires, but a Humanity score is provided as a rough metric and for mechanical effects that require a score.

- Werewolves can identify a vampire just by sniffing it. Any creature of evil origin can be detected by the Werewolf's nose with a Perception + Awareness roll (difficulty 5). This does not mean that the Werewolf knows exactly what the creature is, but it does know whether it is evil or not. This allows him to instinctively



know the level of evil in that being and how dangerous it can be. Consider Humanity / Philosophy as a metric for good and evil.

It is possible that there are conversations and agreements between vampires and werewolves, although it is a complicated task. Usually the slightest provocation can generate stress and for this reason most dialogues end in bloody fights. Vampires with high ranks in Humanity can get conversations easier with Werewolves.

When using Werewolves in your chronicle, remember that they behave like a pack and therefore, they are never alone. If there is a Werewolf alone in an encounter, there are probably more on the prowl waiting for the least hesitation from the vampire or opponent. Always consider that a pack takes 3 to 5 Lycanthropes on average and that is why it is so dangerous to get involved with them. The slightest mistake can lead to final death and novice players should be advised not to act with anxiety when dealing with these beings.

### Young Werewolf

**Attributes (Human):** Strength 3, Dexterity 3, Stamina 3, Charisma 2, Manipulation 2, Appearance 2,

Perception 3, Intelligence 2, Wits 3.

**Abilities:** Academics 1, Alertness 3, Animal Ken 2, Athletics 2, Brawl 3, Awareness 2, Crafts 2, Archery 2, Intimidation 3, Investigation 2, Leadership 1, Melee Weapons 2, Popular Wisdom 2, Occultism 1, Stealth 3, Survival 3

**Equivalent Disciplines:** Celerity 3, Potence 1, Protean 4 and another Discipline in 2

**Humanity:** 7

**Willpower:** 5

**Gnosis:** 4

### Veteran Werewolf

**Attributes (Human):** Strength 4, Dexterity 4, Stamina 4, Charisma 3, Manipulation 2, Appearance 3, Perception 4, Intelligence 3, Wits 4

**Skills:** Academics 1, Alertness 3, Animal Ken 3, Athletics 2, Brawl 4, Awareness 3, Crafts 2, Expression 1, Archery 2, Intimidation 3, Investigation 2, Leadership 1, Medicine 1, Melee 3, Popular Wisdom 3, Occult 3, Stealth 3, Survival 4

**Equivalent Disciplines:** Celerity 4, Potence 2, Protean 4 and another Discipline in 3



**Humanity:** 6  
**Willpower:** 7  
**Gnosis:** 6

### **Elder Werewolf**

**Attributes (Human):** Strength 5, Dexterity 4, Stamina 5, Charisma 5, Manipulation 3, Appearance 3, Perception 5, Intelligence 3, Wits 4

**Abilities:** Academics 2, Alertness 4, Animal Ken 4, Athletics 4, Brawl 5, Awareness 3, Crafts 2, Expression 3, Archery 3, Intimidation 4, Investigation 2, Leadership 4, Medicine 1, Melee 5, Heart Wisdom 5, Occultism 4, Stealth 4, Survival 5

**Equivalent Disciplines:** Celerity 5, Dominate 2, Fortitude 2, Obfuscation 3, Potence 3, Protean 4, another Discipline in 4

**Humanity:** 5  
**Willpower:** 9  
**Gnosis:** 8

### **Lupine's Blood**

Lupine blood is a viscous, potent liquid and has a great fascination for vampires. A werewolf's blood is so rich, that although his body only contains the volume corresponding to 10 blood points, a vampire is able to draw up to 25 blood points from the Lupine before completely drying out his veins. Even if a Cainite only has enough time to suck a blood point, he will earn two points for his reserve.

However, the supernatural power of the werewolves' blood also makes it a dangerous wine. A vampire who feeds on werewolf blood is much more susceptible to frenzy and the Rotschreck as long as there is lupine blood in his system. Each point of lupine blood increases the difficulty to resist the frenzy at one point. If a character drinks only two points of blood from a Lupine's total volume, the difficulty of his rolls to resist the frenzy increases by two points. Even if the vampire is successful in controlling his Beast, he becomes paranoid and violent as long as the blood remains in his system. In some cases, certain vampires even acquired temporary disturbances because they fed on particularly powerful Lycanthropes.

There are rumors that Lupine blood is even capable of providing levels of Power or Speed. However, this is not always the case. It seems that this ability is related to the werewolf's own lineage and depends on the degree of purity of your heritage. Unfortunately for would-be hunters, Lupines of the purest lineages often occupy

leadership positions in their packs. Usually, sending the lower subjects to go after the leader is the type of decision that is often fatal.

### **Magus (Awakened)**

Wizards and sorcerers have also existed since the beginning of time, but their conflicts with vampires did not begin on the part of the wizards, but rather on the Kindred themselves. This is because vampires, especially sorcerers, dream of understanding what magician magic is.

Wizards believe that they control true Magic, called Magick. Because of this, they are able to perform acts completely outside the reality of vampires. Some vampires have proven that magic is a real, though incomprehensible, force. And it can be very varied. A powerful magician can perform feats worthy of the deities described by the Romans themselves, and they often actually do these deeds. Although some of them try to be subtle in order not to attract attention, using tools that would be more common. Everything works like an obfuscation so that no one is able to know who they really are. Although powerful, wizards are still deadly, often visible to the naked eye. In order to face vampires some of them need to prepare, because normally a magician is no match for a vampire in a hand-to-hand fight, however, for the younger ones, often setting traps and elaborate schemes can do the job, as well like the vampires themselves.

Conflicts between vampires and wizards more often resemble a game of cat and mouse, but when necessary, the magician can strive and have the power to transform a stone Cainite or burn it with the power of the sun.

Overall, wizards are very complex and a tremendous mystery to vampires. Vampires do not understand their customs, they do not understand what they are, their traditions, what they do with magic and how they think because it is impossible to understand without a magician explaining or going through this. And the wizards themselves will never talk about what they are capable of doing because they would be giving weapons to vampires to use them in any way. Cainites have been trying for centuries to learn the secrets of the magicians, but to no avail. Blood ties, Embrace, mystical pacts, and even tearing their minds produced only tufts of real magic. It seems that life itself is somehow connected to these Arts, and that it is the one thing that vampires can never really have.



Magical powers are diverse. To simulate a magical repertoire, the Storyteller can assign a group of subjects as his “arsenal”. Common disciplines include Dur-An-Ki, Blood Magic, Mithraca Sorcery, Necromancy, Auspex, Dominate, Presence, Protean, Obfuscation, and Obtenebration. Unusual powers include Animalism, Celerity, Fortitude, Potence and Chimestry. A young magician could command five or more points, an experienced one a 10 or more, and a powerful magician could have more than 20. A few more things worth remembering:

- Wizards are deadly. While they can try to absorb bruise attacks, they cannot absorb lethal or aggravated damage without evoking some kind of magical armor or using healing protection. Wizards do not heal damage without the passage of time, unless some medicinal spell is employed (healing a person’s health level by success).
- While some have a rare Celerity, like energy, most mages act only once per turn.
- Wizards are not immune to the Blood Bond, and embracing destroys their power forever.
- The Magic demands Willpower therefore the magicians often have Willpower scores between 6 and 10.
- Wizards have access to Quintessence called energy, which they can replenish through exposure to mystical areas or access to magical items that store that energy. When using equivalent Disciplines, they spend Quintessence points instead of blood points.
- Although wizards are not dependent on age for their arts, the powerful may have an effective Generation Background that reflects their arcane ability. The more powerful the magician, the greater his effective “Generation”.
- A strange feature known as Paradox attacks attacks mages when they abuse the power of their spells, forcing them to use the tools. A naturally “1” check on an extremely obvious spell (flight, a fireball, change of shape, a chain of arms-levitating around the wizard, etc.) makes things go very badly. The Paradox finds its means of attacking the magicians. Their bodies can collapse. Some are swept to hell by demonic forces. Thus, wizards are wary of using magic openly, even around a vampire.
- A vampire with Dur-An-Ki or Blood Magic can try to counter a magic spell aimed at him, a Wits + Occultism roll (difficulty 6) “absorbs” such spells, reducing the attack’s power by one level (or die) for success. A

vampire who eliminates a wizard’s successes neutralizes the wizard’s spell. A mage can also activate this ability around vampires as well, using his countermagic against Disciplines and the like.

- Wizards do not have the same morality as vampires, but a Humanity score is provided as a rustic metric for system purposes.

## Adept Mage

**Attributes:** Strength 2, Dexterity 2, Stamina 3, Charisma 3, Manipulation 4, Appearance 3, Perception 2, Intelligence 4, Wits 4

**Abilities:** Academics 2, Alertness 3, Athletics 2, Awareness 3, Brawl 2, Ride 2, Empathy 2, Archery 1, Intimidation 2, Melee 2, Investigation 2, Heart Wisdom 3, Occult 4, Ritualistic 3, Streetwise 3, Speaking 3 and Religion 2

**Equivalent Disciplines:** Auspex 2, Dominate 2, Presence 1, Protean 1, Dur-An-Ki 3 (one or two Paths)

**Humanity:** 7

**Willpower:** 5

**Quintessence:** 10

**Equipment:** Knife, gladius or one-handed sword and ritual instruments (candles, ropes, chalk, bathrobes, chalices)

## Powerful Mage

**Attributes:** Strength 2, Dexterity 2, Stamina 2, Charisma 3, Manipulation 5, Appearance 2, Perception 4, Intelligence 4, Wits 4

**Abilities:** Academics 5, Alertness 3, Athletics 2, Awareness 4, Ride 1, Empathy 4, Etiquette 3, Archery 2, Bullying 4, Investigation 3, Leadership 2, Medicine 2, Heart Wisdom 4, Occultism 5, Ritualistic 4, Subterfuge 3

**Equivalent Disciplines:** Dur-An-Ki 5 (many Paths and rituals), Chimestry 5, Auspex 4, Obfuscate 4, Domination 2, Fortitude 2, Presence 3

**Humanity:** 5

**Willpower:** 9

**Quintessence:** 15

**Possessions:** Sanctuary, large library, instruments for rituals (books, blades, chalk, candles, potions, incense) and magic weapon (swords, hammers, etc.)

## Magical Blood

No vampire knows exactly what the magicians’ blood does. But they know that wizards have an enviable blood

potential. Not for food, because the nutrition that a magician's blood provides is exactly the same as that of an ordinary mortal. However, a magician's blood is powerful to create desired effects on artifacts, to simulate Disciplines and other magical spells that sorcerers can use for their own purposes.

In general, sorcerer vampires claim that magic blood has a characteristic of variability during its use. It can generate several diverse and varied effects. The narrator must define the effects during the scene of using a magician's vitae. Keep in mind that although the vampire ingested the magus' vitae, no matter what he tries to do, he will not have access to the magician's Magick.

## Fae

Most of the time, fairies are invisible to mortals, their true hidden self. Only those who know what to look for can pierce the illusion that hides them, and yet it is neither easy nor safe to do so. Privacy fairies do not react well to those who seek to unmask them. They prefer to show their true natures only when they choose, and not before. Fairies take many forms. Some are real and extremely beautiful, while others are terrible and threatening. Once they make their presence known, the encounter is often forgotten, as if it were a faded dream.

Little is known about fairy customs or society. It seems that the fairy activity increases a lot during certain times of the year, such as the equinoxes, solstices or the divine festivals, like the Rites of Worship to Bacchus or Minerva. Vampires can encounter fairies at any time, however, even if they are unaware of it.

Their powers are a complete mystery and some believe they seem to be fueled by a source they call Glamour, but the way in which this Glamour is used and how it is restored are still mysteries. Some Cainites weave theories that fairies restore their Glamour at special times of the year and that is why their activity increases. Others claim that they draw their energy from secret places of great natural beauty. Certain members of the Toreador Clan believe that fairies gain their power through a connection with art and mortal artists. More than one Toreador has come into conflict with one of these beings over a certain talented artist or musician.

- Fairies heal like mortals, although many know the healing magic. They are capable of absorbing lethal damage, but not halving blunt damage. They only suffer aggravated fire damage. If they are attacked with a weapon made of "cold" (non-forged) iron, the fairy

cannot absorb the damage.

- They find the presence of vampires unpleasant and seek to avoid the undead. They may hide their fairy forms from a vampire's view, but the Auspex Discipline often allows a vampire to discover the disguise. Some fairies claim that vampires are descendants of the Fae peoples, which generates much discussion, since the vampires themselves claim to be descendants of Cain and not of the fairies.

- Fairies spend Glamour as blood points when using their powers, similar to Disciplines.

- Fairies do not have the same morality as vampires, but a Humanity score is provided as a rustic metric of the mechanical effects that require scoring.

- Fairies have magical, Chimeric objects. However, contrary to popular belief, these objects are real! The beliefs of the time are different and if a fairy has a Spear of Lightning, then this spear really is of lightning. This is because the Fairies come from a plan that Dreams become real and when they pass here, sometimes their objects are transformed into real ones.

## Nightmare Warrior

People who say that vampires are nightmares probably don't know the Firstborn Warriors. For some reason they are a true representation, a terrifying version of the fairies. Their appearance often inspires terror and despair for those who see them. They claim to be descendants of the True Fairies and when they walk through the Roman lands, unless they use tactics to hide themselves, people will probably scream.

They usually present themselves as servants of some underworld deity like Hades, although they are not even close to this and usually appear during the winter, since this is the personification of terror. Some believe that this is a Lemurious or a Larvae, who managed to materialize in our world after being furious at a poorly made offering.

**Attributes:** Strength 4, Dexterity 4, Stamina 4, Charisma 2, Manipulation 3. Appearance 1 or 0, Perception 3, Intelligence 3, Wits 4

**Skills:** Alertness 3, Athletics 3, Brawl 4, Streetwise 3, Intimidation 4, Melee 4, Ride 2, Stealth 2

**Equivalent Disciplines:** Obtenebration 5, Potence 3, Celerity 3, Obfuscate 3, Fortitude 2, Chimerism 2

**Humanity:** 5

**Willpower:** 5

**Glamour:** 5



## Seductive Nymph

During the Roman Empire, the festivities were a great stage for fairies to make their cheats, seductions and other characteristics. This is the case of Nymphs, who manage to dress themselves as Deities or very beautiful women and seduce men and women to create the belief of their existence. They do nothing, necessarily, but they manipulate for their own interests, gaining influence through each seduced person..

**Attributes:** Strength 2, Dexterity 4, Stamina 3, Charisma 4, Manipulation 4, Appearance 7, Perception 3, Intelligence 3, Wits 3

**Skills:** Alertness 2, Athletics 2, Awareness 5, Empathy 3, Expression 4, Expression 4, Intimidation 3, Leadership 4, Occult 4, Performance 4, Subterfuge 2

**Equivalent Disciplines:** Chimeristry 5, Obfuscate 4, Dominate 4, Presence 4, Auspex 2, Celerity 1

**Glamour:** 10

**Willpower:** 7

**Humanity:** 7

## Pooka Cheater

Pookas are a relatively benevolent variety of cheaters. They will normally not do any harm to their victims, preferring instead to place them in embarrassing or otherwise uncomfortable situations. This does not mean that they are silly or perform these acts without justification. Most can do it for their own interests or simply to maintain the belief that fairies and strange things exist.

**Attributes:** Strength 2, Dexterity 5, Stamina 2, Charisma 4, Manipulation 5, Appearance 2, Perception 3, Intelligence 2, Wits

**Abilities:** Alertness 3, Animal Ken 2, Brawl 3, Athletics 5, Acuity 3, Morning 4, Performance 3, Occult 2, Stealth 5, Subterfuge 4

**Equivalent Disciplines:** Animalism 2, Auspex 2, Chimeristry 3, Celerity 2, Obfuscate 4, Protean 4

**Glamour:** 7

**Willpower:** 6

**Humanity:** 6

**Powers:** Change of Form, a pooka can instantly transform into any creature he desires, of a size ranging from a small bird to a large horse.

## Fae Blood

Few Cainites, especially Malkavians, although they claim to have a close link to them. The Ravnos, hunt them for their blood, because they believe that it is more potent than the blood of mortals and that it grants them power and access to their Chimerism. Because of this type of attack, the fairies started to hire the Kiasyd, asking for their protection. Those who claim to have savored this sweet nectar, say that the experience is quite varied. Some vampires say that fae blood tastes almost, if not entirely, identical to that of mortals, others speak of ecstatic joy, hallucinogenic qualities or transcendental experiences. Some liken it to the feeling of morning sunbeams shining on their faces again, both in satisfaction and in pain.

Drinking a fairy's blood can be a chaotic thing for a vampire. As with Werewolves, the point of blood drunk from a fairy is equivalent to two Points of Blood. However, any vampire who eats the fae blood is at risk of certain dangerous side effects. First of all, the character risks going into a frenzy.

Any vampire who drinks the blood of a fairy must immediately perform a Self-Control / Instinct check (difficulty 4 + the number of Blood Points ingested). A failure indicates that the character is overwhelmed by the chaotic flow of powerful blood, and will try to stuff himself with it. The character cannot stop drinking until the frenzy has subsided. Even if he drank to his maximum capacity, he will continue to drink, although no benefit is gained from this additional blood.

Assuming that the character was successful in the frenzy roll (or even if it wasn't), he will now need to make a Stamina roll (difficulty 8) to avoid suffering any side effects. Side effects are always determined by the narrator. They can be chosen at random or determined, whichever seems most appropriate. Some possible side effects of drinking fairy blood are:

- The character begins to violently expel blood from his ears, eyes, nose and mouth. All the blood consumed is lost, in addition to 1 to 10 additional Blood Points.
- The character suffers violent hallucinations. They last approximately 10 minutes for each Blood Point ingested.
- The character is stuck with the fairy in question. This has the same effects as a complete Blood Vinculum.
- The character is completely in love with the next person to come (with the exception of the fairy).
- The character goes into torpor immediately.

- The character immediately gains an Appearance point, but loses a Perception point. These effects are permanent.

- The character obtains all of the Sharp Senses effects (see *Auspex* in Chapter 5), although this perception cannot be turned off. Increase the difficulty for any Wits check by two. This effect lasts an hour for each Blood Point consumed.

- The character starts to glow with golden light. Light has the same effects as sunlight for anyone nearby, although the character is immune to its effects.

- The character will be overwhelmed by emotions, and will begin to shed tears of blood every time they hear a song. This effect lasts one night for each Blood Point consumed.

- The character can see through the glamour of wheels the fairies. This allows the character to see fairies that are invisible and to recognize them in their true form. It is better for the character to keep his knowledge a secret, so as not to irritate the fairies, they are not at all kind to discover that their secrets are being revealed. This effect lasts for one hour per Blood Point consumed.

The storyteller may consider asking for some tests such as 1d12 or 1d10 to define the effects that the character will suffer. Or even define what a creature can suffer from ingesting the blood of the fairies. In any case, this kind of wisdom is related to supernatural knowledge and hardly any vampire will have it.







# CHAPTER IX THE EMPIRE

“The history of an empire is not written with peace, Camilla. The history of an empire is written with blood and sacrifice.”

- Lysander, the Spartan

## Quis est Imperio?

The first century is troubled. There have been so many events shaking Roman society so heavily that it could cause a possible downfall. What was becoming a small snowball would turn into a huge monster centuries later because it all starts here.

In AD 62, the Roman Empire already expanded almost to the maximum. Few territories are missing before it can reach the peak of its expansion. Almost everything works very well or as expected, the trade routes keep the empire active, although they are gradually falling out of use. The military is still well paid, but little by little a revolt has occurred, as Rome has promised so much and fulfilled so little that it is turning the military into dissatisfied soldiers. Because of this, barbarian invasions have gained more weight. Unmotivated soldiers lose the war.

Nero's government has not helped Rome. After the assassination attempt, coming from his own mother, Nero went crazy. But how did all this happen? Did vampires have an influence? Ever. Vampires always put their fingers where they didn't need to and it was no different with the empire. If there is a fault for the empire facing the crises it faces, it is not the fault of mortals, it is of vampires, because mortal society was going in a good way until Cain's children appeared there.

## How it Begins?

At the beginning of this book, the short history of the empire was told from a mortal point of view, but not from a Kindred point of view. In order for us to understand the expansion that Rome has taken, we need to keep in mind that everything was pure Cainite selfishness. It does not mean that humans cannot evolve on their own and seek to expand their territories, after all Alexander the Great did this. But in the case of Rome, there was interference, there was the seed of corruption and the hunger for power created the monster we know today, called as Rome.

More than a millennium ago, even before the city of Rome was founded, Tínia assumed the role of ruler of the Etruscans. At the time, Etruria was on the Italian peninsula and dominated from the north of the peninsula to the south. It was not a realm of great respect, but it had organization and potential.

Tínia inherited the arrogance of her creator and created a completely new identity for herself. To mortals, it would be the God of Heaven, one of the Etruscan deities. Later they alluded to Tínia and Zeus as the same God, but with different names.

It was not at all bad that this Ventrue assumed a divine identity. For with him, the Etruscans developed a lot. Writing, culture, a new language. All with the help and help of Tínia. The great problem with this is that Tínia ruled with an iron hand among mortals and somehow



made them really believe that he was an incarnate God.

## The Rebellion

Over the centuries, loneliness and the need for the Eternal Sleep (torpor) have made Tinia embrace Collat, the fifth generation Ventrue. Collat learned as much as possible from his Sire, becoming his best friend for a long time. Collat ruled with an iron fist, but he never really appeared to the Etruscans, always leaving this role to be that of his master.

Collat, well trained by Tinia, learned very well what it was like to be a Ventrue and as soon as his master entered Torpor, through deep sleep, he assumed his position as leader. There is no exact estimate of when this happened, but most scholars are able to make inferences that such events were close to the fifth century BC.

### The Eternal Sleep (2, 5 or 7 points of Flaw)

When a character has this defect, he will probably start to feel a need to enter Torpor, vampiric sleep. Perhaps no one knows the explanation for this. It can be a Divine charge, since the Cainites circumvent death, it can be a recovery of Vital Energy or even a condition or blood call, that some Antediluvians passed on to their young.

Each point that the character has in this defect, means that his deep sleep will start earlier than usual. With 2 points, the character will only feel deep sleep close to his thousand years, with 5 points the character starts to feel sleep close to his seven hundred and with 7 points, he starts to feel sleep earlier, close to four hundred years.

If the character refuses to sleep, they will need to make some Willpower checks weekly, starting at difficulty 3, increasing by 1 per week. As soon as the character goes into torpor, he will fall asleep for the time stipulated according to his Philosophy.

Storytellers can feel free to make changes and deal with the best they can for their chronicles. Do not forget to use the Anachronism of ancient characters after the long period of deep sleep.

Collat was responsible for raising a revolt in Rome against the Etruscans while its creator fell asleep, freeing all slaves and making them his allies. Collat appeared to Rome not as a leader, but as a liberator and thus, he won the leadership. He was responsible for founding the Roman Republic and soon after that, Collat invested his free time developing the city with public policies, infrastructure and militarism.

The fifth generation did not believe in the idea of governing humans as someone superior, as a God, but in the idea of leading them. For Collat, dying by the hand of a stake during the day because humans revolted over hundreds of years and commands did not seem promising and because of this he became “the Hero of the Roman Republic” and not “the Leader of the Roman Republic”. As much as the functions were the same, the way mortals saw him was not.

## First Years of Rome

Collat's early years were perfect and exactly as he expected. He made mortals have alliances with him. He did favors for free and then asked for some retribution for the republic. This behavior lasted for a few decades, but Collat was clever in preparing subjects and forging his death. He couldn't allow humans to think any malice about him. This time, behind the shadows, he would rule using his most loyal servants.

As the Roman Republic conquered more territories, advancing more and more, Collat found himself more and more in need of dividing his power to create stability. It was not possible to create an empire with power focused only on it. First, Collat embraced Camilla. This would be his ally, his right-hand man and strategist, just like Collat.

During the early years, Collat shaped Camilla so that there would be no disagreements, although it was clear that the first decisions Collat made were not appreciated by Camilla. The collar child did not believe in a centralized power system like Collat, but its creator had decided that that way it would be and there would be no other option.

More and more Kindred started to be part of the expansion of Rome and Collat moved the pieces of his game so that he would be able to know each one of them, but only the most skilled were chosen so that Collat could make alliances. Then Ventrue repeated the same action he had done with mortals, this time with Cainites: He shared power and did favors in exchange for loyalty. Collat organized himself with the most



powerful and skilled Cainites in the Roman Republic and founded the Eternal Senate.

## The Eternal Senate

Perhaps it had been a correct decision. The Eternal Senate was a good for both Collat and all the Cainites who were part of it, as its objective was to centralize power in the decision of this council of elders. The Eternal Senate would decide what direction Rome would take by approving or vetoing Collat's proposals. They would debate, vote and take initiatives for Rome, as a republic should be.

At this time, Camilla began to notice the error of his creator in allowing the power to be spread in the hands of other elders, unworthy and with very old ideas. This factor generated a revolt in Camilla, causing him to disagree more and more with the ideas of his Sire. Without Collat noticing, as he was so fond of the system he had created with the Eternal Senate that he did not even pay more attention to the deeds of its child. Rome was growing at such a speed that Collat had no time to debate with his young.

## Arthemis e Lysander

On another side of history, during the Peloponnesian Wars, in the fourth century BC, Lysander was embraced by Arthemis. At the time, Arthemis dominated Sparta, doing exactly what other Ventrue of the time did: Transforming into a divine figure and being worshiped by humans. Over time, Arthemis took over the entire Greek territory, ceasing to become the leader of Sparta alone. Her youngster, Lysander has always accompanied her, being her right hand in all conquests.

Lysander was educated by his creator to completely detest the Brujah. For its creator, the Brujah clan is to blame for all Jyhad to happen, as it was with them that the fall of the Second City happened. It was through Illyes' diablerie that Troile began his unbridled killing, even usurping Ventru's throne. So Lysander learned to hate the Brujah with all his strength.

Both Lysander and Arthemis were military, forged by Spartan training and lovers of good battles. They were great generals and fighters who hardly gave a hand when it came to conflict, war or combat against the Brujah. Although they were in the military, this did not rule out their pleasure in philosophy, as they were both lovers of philosophy and learned a lot when they arrived in Greece. Arthemis developed an idea of perfect society for philosophers in the region, in which vampires would

## Uprising Time

It is said that Camilla had not reached this same conclusion alone. The conspirologists and scholars of the Ventrue clan venture to say that this was the same time that Tinia woke from her deep sleep, seeing everything that her youngster had done, met with Camilla and taught her the whole story she had spent with Collat and the formation of the Etruscans. Tinia spent his wisdom not previously known to Camilla, to show him where Collat was going wrong and to inspire Camilla to change this situation.

This version of the facts is somewhat doubtful. The first thing that proves it is that Tinia really woke up around the third century BC. Curiously, it was at this time that Camilla began to revolt against her master, but not with hatred and anger, but with disagreements. However Tinia was seen traveling through Greece, then through the Middle East and the last sight, in Asia. Reports left by Tinia in his last refuges said that Ventrue was looking for innovation, for knowledge of new lands. Apparently, he had tired of everything he had already discovered and was very dissatisfied with the world he lived in, seeking to know the new.

What disproves this version are the following questions: Hadn't Collat destroyed Tinia? Just usurped your power? Didn't he expect a revolt from his creator? And Tinia, when she woke up, did she not revolt with her child? If Tinia showed wisdom to Camilla, why did she do it? Even today, the most studios do not know how to answer.

not rule, they would let humans rule and manipulate through the shadows. The idea of a perfect society in which everything worked exactly as it was meant to be, where there would be no chaos and only order.

Both Arthemis and Lysander conquered Greece during the Peloponnese, after the Brujah left, leaving for Carthage. Arthemis shaped Greek culture, naming himself as the Hunting and Moon Divinity. Therefore, his real name is not known.



## The Pyrrhic Wars

Returning to Rome, The Pyrrhic Wars were a decisive factor for Camilla to really see his Sire mistakes, because while Collat planned with the Eternal Senate, Camilla was doing diplomatic work with the territories that Rome. Camilla was responsible for diplomacy between Rome and other vampires who claimed to be leaders of their domains, refusing to give up their domains to Rome.

Camilla met Lysander during this war when, with her armies, she surrounded Lysander's armies in Tarentum, a Greek city. The unexpected happened and instead of becoming mortal enemies, tearing each other's heads off, they became great allies. Both Lysander and Camilla fell in love with what they could teach each other and soon made a very strong alliance.

Rome conquered the Greek territories and Collat was satisfied, not knowing that Camilla had made alliances with Lysander and later with Arthemis. Lysander was an extremely skilled military man, Arthemis had the wisdom of militarism and philosophy, and Camilla had the diplomatic knowledge that the two Spartan Ventrue lacked. This caused both of the three to have a fruitful exchange of information with each other, freeing Camilla's mind to new forms of government for mortals. Lysander manipulated Camilla to contradict his ideas and embraces Arthemis's confabulations about the concept of perfect civilization. In a matter of time, Camilla was completely overwhelmed by Lysander's ideas.

As soon as Camilla returned to Rome with Lysander hidden, she tried to convince her lord to adapt to the new governance methods he had learned from Lysander and Arthemis. Collat, unhappy with such news, rebuked the young and along with Lysander, Camilla attacked her master. There is no evidence, but the story is that Camilla diablerized her master, stealing her generation and all of her knowledge acquired over centuries of existence. Camilla was not saddened and saw this as an opportunity to change.

Camilla accused Collat's enemies as guilty of her death and soon took over her Sire's place in the Eternal Senate and initiated her expansion plans, bringing Arthemis and Lysander as her greatest allies and creating a triumvirate.

## Carthaginian Philosophy

While Rome expanded, dominated by the Ventrue, ruling with an iron fist and with methods of government considered authoritarian, Carthage grew differently.

Toreador and Brujah shaped the city in their own way, creating a unique form of government. Philosophies were fully touched on in Carthage and humans lived in peace with vampires without any problem. Toreador began to explore human pleasures for the sake of more hedonistic philosophies and the first Sofista School was founded in Carthage by Critias.

Although this worked for a while, the Baali influence hung in the city. The Brujah could not see that they stopped living in a just, philosophical society that sought questions for their lives and became a civilization of hedonism, pleasures and sacrifices. From there, Tanitbaal-Sahar left, while searching for answers to his questions and philosophies as far as humans and vampires could go together.

Tanitbaal-Sahar was a member of the Baali, who passed for Brujah. Carthage was a sweet home for him to study hedonism and learn how it would influence both mortals and Cainites. Sahar is believed to have been the creator of the Philosophy of Sin, which would later become the Path of Sins and the Road of Sins, reformulated by other Baali members. Tanitbaal's stay in Carthage was long-lasting, but Camilla heard about his name and his studies, calling him to visit Rome, so that they could have a conversation like two gentlemen and share ideas with each other, since Rome was, at the time, having economic and military conflicts with Carthage.

## Carthage e Rome

The Eternal Senate was already influenced by Lysander, who claimed to have visited Carthage and said that the city was a den of infernalism and hedonism. It was not long before Carthage was attacked, because for Lysander, the Brujah were the greatest danger on the continent, since the Phoenicians were trying to conquer Iberia.

Until then Camilla was following his decisions, but this cost him a lot. Camilla did not grow up in military society and preferred to understand Carthage's side rather than attack it. Because of this, all his decisions were vetoed by the Senate until he attacked Carthage. This event surprised Camilla, taking over from Collat should have given him power, although he forgot that Collat won the respect of the Eternal Senate while Camilla did not. When he heard of Sahar, he invited him to Rome, as a justification for learning his philosophies and proving to the Eternal Senate that Carthage was no danger.

Lysander was his most loyal companion and helped him a lot in his leadership, but when Camilla met Tanitbaal-Sahar, things changed. Camilla fell completely

in love with Sahar and vice versa. Both became lovers, exchanging experiences, philosophies and ideas. Tanitbaal, completely convinced Camilla not to carry out the attack on Carthage, showing the philosophy he had seen in the city, in which humans fully coexisted with vampires and when Camilla heard about it, he simply approved of the idea. He had decided that it was just what he wanted for Rome.

Sahar ended his manifesto, creating the Philosophy of Sin, or Via Peccati. Camilla, his lover, helped him to complete such a manifesto and brought this most sinful custom of pleasures to Rome. Since in Rome, the Eternal Senate and Lysander would never let this kind of influence reign over Rome, the Philosophy of Dionysus or Bacchus was adapted to be similar to the Philosophy of Sin.

Sahar's stay in Rome was temporary, as he felt a call from his creator. And when he was returning to Carthage, his ship was attacked and sunk, finding his final death. Some say that Sahar survived.

## War Preparations

Camilla, completely devastated by this news, allowed the Eternal Senate to make the decision to attack. Camilla's decision was strongly influenced by Tryphosa, a member of the Malkavian clan. Tryphosa was a priestess of the Eternal Senate and in her visions she showed powerful bad consequences if Camilla continued with the plan to stop the war against Carthage.

Tryphosa revealed that in Syracuse, Lysander was meeting with Arthemis, Alchias and Adanaya, getting ready for war and that Camilla's approval was enough for everything to be as it should be. In order not to be disapproved of in relation to the Eternal Senate, Camilla sees no other option but to take an initiative for the war, otherwise he could end up dead. Soon, he begins preparations for battle and Rome declares war on Carthage.

Camilla was not a combatant, so she would not actively participate. Lysander, Arthemis, Adanaya and Alchias would lead the fronts. Alchias was regent of the city of Siracusa and sheltered Arthemis and Adanaya for many centuries in the city. Some sources cite that Adanaya was actually Arikel, Antediluviana of the Toreador clan while Alchias was a powerful member of the Malkavian clan.

## The Three Punic Wars

Between the first and second century BC, the Punic Wars take place. They were divided into three acts, the third being the final act and the one that would

destroy Carthage forever. The quartet formed by Arthemis, Lysander, Adanaya and Alchias evaporated the Carthaginian domains of the continent. Adanaya is believed to have been the chief intercessor between the Toreador clan being destroyed or gaining office in Rome. It was thanks to him that the clan gained space in the republic.

The third Punic War left many marks both among the Romans and among the Carthaginians. It was precisely the war that ended Carthage. In this war, many vampires said goodbye to its existence, including Arthemis Orthia, Lysander's creator. Alchias, the Malkavian almost met his final death, remaining in torpor until the present day. The Antediluvian Troile, creator of the Brujah clan, is believed to be in torpor on Carthage's soil to this day. The consequences for the Cainites who participated were dire, leaving much hurt, revenge and feuds among the vampires.

When the Punic Wars ended, Rome entered a new era. Much of the Mediterranean Sea now belonged to Rome. The Baali and the Brujah were completely destroyed, helpless. During the Punic Wars, the Assamite clan fell, which had opted to take sides with the Brujah, because they would gain a lot of resources from the war, but returned humiliated asking Haqim for help.

As an act of benevolence, Camilla interfered so that the Ventrues still had a chance to exist, as long as they paid the price: Eternal humiliation. After all, they were all Cain's offspring after all.

## Carthage's End

As soon as the Punic Wars were won, Lysander separated from Camilla, who had fulfilled her mission against the Brujah. It is believed that Lysander sought to return to Greece, where he took over the principality, guaranteed by Camilla. Alchias returned to Syracuse in a daze, protected by the orders of Camilla who hid him in some dungeon.

Camilla saw Rome expand further, escaping her perception. Each new achievement guaranteed him more tasks. The Roman Republic had grown so much that Camilla could barely manage. This gave him firewood to fuel the fire within him, after all Camilla was increasingly frustrated. The Eternal Senate grew with such power that they were dictating more decisions than Camilla could make. The Eternal Senate was doing exactly what Camilla detested most: governing humans directly and not manipulating them. Camilla's decisions started to become irrelevant and he knew he had to make a decision as soon as possible, after all he was in a "cold



war”, in which nobody really declared whose power it was, but everyone knew that Eternal Senate was sending more than Camilla.

## Roman Civil Wars

A few decades passed after the fall of Carthage and Rome began to face its first internal challenge: Civil wars. Initially, the Eternal Senate did not care about the people dissatisfied with the situation they were going through in the day-to-day of the republic. After all, it was just the commoners complaining about their daily chores, but the revolt started to inflate the chest of Roman citizens.

What no one really knew was that behind the commoners, the Brujah were really inflating their egos, completely furious about what happened in Carthage. As soon as they were defeated, the Brujah went through the process of changing their personality. The clan, divided between iconoclasts, idealists and individualists, began to look for space in the Roman Republic. Gradually, they began to infiltrate the poorer class and when the Brujah unite, they do.

Groups in Brujah created small revolts among the commoners. First, they began to show the art of questioning, practiced by the ancient Greeks. The commoners then began to question the Roman authorities about their situation. Soon, the Brujah sought out the republic’s slaves to cause discomfort and instigate discord. Among the soldiers, the Brujah showed that they were underpaid for what they would be able to do, also bringing a certain repudiation of the Roman soldiers towards the republic.

When Camilla discovered that this information could be true, she saw a full plate in her hand. It allowed the Eternal Senate to deal with the problem by preventing them from discovering the Brujah malice that was behind the civil uprisings and set up their ambush. Camilla hid the Brujah completely without anyone knowing. First, he had defended the Brujah out of benevolence. Now he defended them out of anger at the Eternal Senate and a bitterness that had never left his heart after the loss of Sahar.

The decades passed and Camilla influenced the Brujah. It is believed that he made some alliances with these. Members of the Brujah clan gained positions in this period, posing as other clans and conquering space within Rome. Everything to make Camilla’s plan work.

## Roman Mithraism

Time gave Camilla two great gifts: Caius Julius Caesar

and Mithras, fourth generation Ventrue. At the same time, both emerged, with different goals. Mithras appeared as a traveler from the Middle East. With him, the Cult of Mithras came along, after all he should allude to his own name. Mithras visited Rome because he heard of his achievements and what the republic was up to in the world, but when he arrived in Rome, Mithras found himself fascinated by Roman militarism. He felt he was home after millennia and understood that Rome could be his new home.

Camilla met Mithras and together, they formed an alliance. Methuselah Mithras wanted to show Mithraism to the Roman army and teach them their own culture. In return, Camilla asked that while Mithras was among the military, he would be Camilla’s ally. And so they did. They both had very different thoughts, for Mithras believed in a much more military society than Camilla. Even so, the alliance worked because Mithras got what he wanted and if he wanted to continue with the dominance of part of the Roman armies, he should ally himself with Camilla.

Obviously Camilla did not yield the entire army, but centuries. Gradually, Camilla increased the power of Mithras as Mithras showed allegiance to him. Together, they strengthened Mithraism among the military.

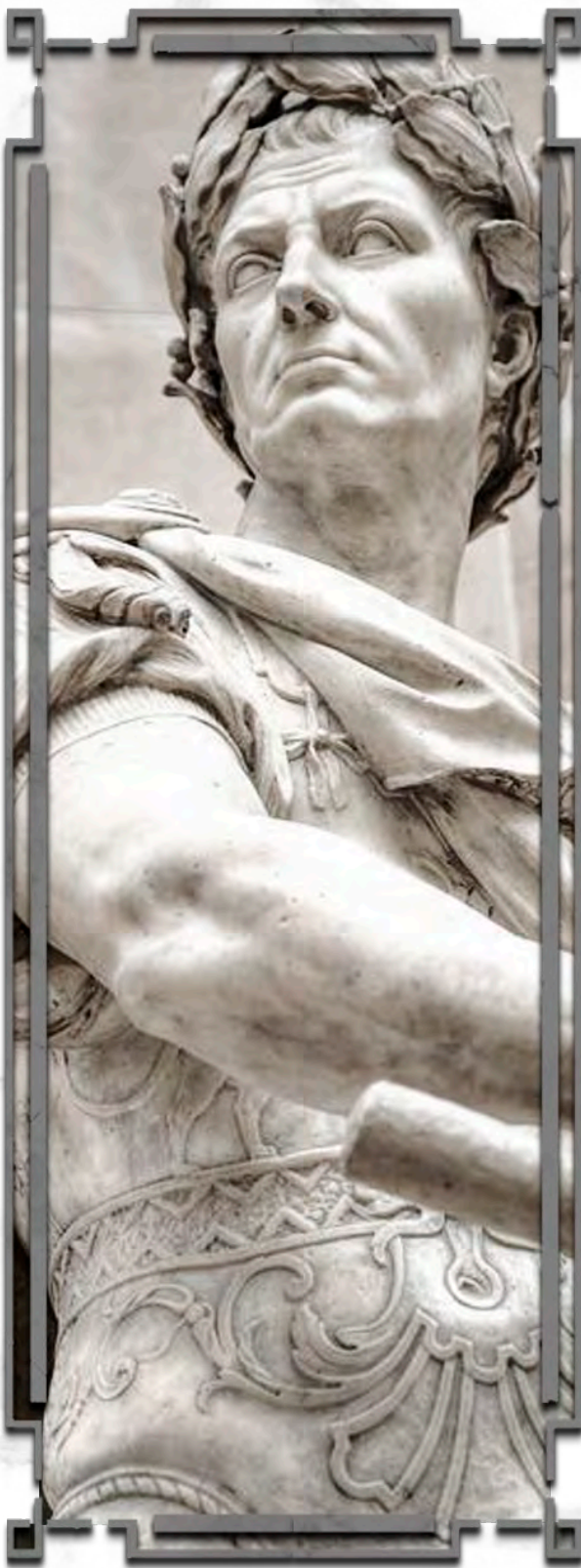
## Julius Caesar Ascendance

The Eternal Senate had taken over the power and Camilla would soon be out of office. The only support Camilla could have was the support of Mithras, who was still gaining a reputation among the Roman military and Lysander who had not seen him in decades. Other allies were either missing or in torpor.

Camilla ran out of time to win the contest, as General Sila responded from the mandates of the Eternal Senate and had been declared as Aeternum Dictator (Eternal Dictator). Sila was one of the few who knew about the existence of vampires and lived well with this because he was very well rewarded for the dirty game of the Cainites. When Sulla died, Pompey took over as Consul, also manipulated by the Senate. Camilla knew they were avoiding her dominion, but her salvation came when she heard the name of Julius Caesar.

Camilla looked for Caesar who had gained the reputation of Pontiff and by investing in Caesar, he allowed Julius to have access to his first army. For the Senate, Caesar was far from a danger, as he had just begun his military leadership and probably would not last long during the Gallic wars. They couldn’t be more wrong, because Camilla was guarding Caesar. All the military





strategy he had learned from Lysander, from Arthemis, the philosophies and political councils conquered and inherited from Collat and Tínia had an effect.

Camilla took the opportunity to make more allies while Caesar gained prominence. Always talking diplomatically with vampires here and there, Camilla managed, with her charisma, to attract the attention of vampires of equivalent age, promising them power in the future. All of Camilla's actions were done out of sight of the Eternal Senate. Some wonder what the members of the Senate were doing in order not to see Camilla's plans happening, and the answer is simple: The Eternal Senate underestimated Camilla's potential because they believed that none of their plans could override the Senate's power.

Julius Caesar teamed up with Pompey and Marco Línio Crasso to dissolve the constitutions created by Sila. Soon, Camilla manipulated Caesar to enter into a common agreement with Pompey and Marco, forming the Roman Triumvirate.

### **The Gallic Conquest**

Camilla did not forget Mithras and took advantage of Caesar's domain to allow Mithras to assist him in his conquests. The Gallic conquests led were Caesar, but tutored accompanied. It was during this time that Rome met Britannia, although the Roman Republic had not yet conquered British territories.

Julius was a man of excellent intelligence and that was precisely why Camilla would never embrace him, as well as Mithras. He was too smart and was often able to understand the ideas of both vampires with little time for reflection. Julius Caesar was a genius in military strategy and impressed even Mithras, Methuseloh.

The surprise of the Eternal Senate came when Julius Caesar began to prosper too much. All the battles he participated in were won. The army trusted his words fully and Julius had the respect of all the soldiers who served him. With the death of Crassus, the Roman Senate and Pompey, manipulated by the Eternal Senate, begin to conspire to overthrow Julius Caesar, who ruled in the province of Gaul. Camilla took advantage of the receptivity of the internal information, passing it on to Caesar, who marched to Rome with his armies, alongside Mithras to overthrow Pompey and the Roman Senate.

The real battle took place and during the conflict between Pompey and Caesar, Camilla met with her allies and companions that she had made during all the years that Caesar marched through Roman lands to seize power. The Brujah who had hidden in Rome thanks to Camilla



had an influence on this event and thanks to him, they gained some space in Rome.

After Pompey's troops were defeated, Caesar declared himself Eternal Dictator of Rome and Camilla used all his companions, thus dissolving the Eternal Senate and declaring himself as Pater Patriae, creating only the Senate, which would act as a council of Primogenes from Camilla.

While Caesar gained dominion over Rome, Pompey fled to Egypt. Years later, some vampires discovered that Pompey was embraced by a Setite.

## **Were Are the Gangrel?**

While the Roman armies massacred the barbarian tribes, the Gangrel had no breath to try to repay the attacks, as they were being handled during the day by the Roman troops who were immensely larger and well prepared. More and more Gangrel were forced to move away. For almost a century, the Gangrel had enormous problems with the Romans and it seemed impossible for anyone to turn against the great empire.

Only when the attacks ceased and Rome stopped expanding did the Gangrel have a chance to gather their allies and their army to fight and regain what belonged to them rightfully. This was only possible during the first century after Christ. It is believed that the Roman revolts and the political crisis helped to win Gangrel back.

## **Pater Patriae Titus Venturus Camilla**

In a century, this had been the first time that Camilla felt that power was in her hands again. He had complete freedom and support from his Primogen. Camilla completely changed the hierarchical functioning of Rome, summoning Lysander a few times and resuming the alliance so that both could plan Rome together.

Camilla's first actions were to decentralize the power that existed in the Senate to the whole of Rome. Every region that Camilla found interesting for vampires to lead, he gave as a principality as long as everyone in the end swore allegiance. The Brujah who accepted territories were the few who became Imperatoris for a short period of time, on the Iberian peninsula as well as in New Carthage, until the Lasombra invasions took place. The Brujah who did not accept were the ones who were still proud of the fall of Carthage and felt that their brothers were being sold into accepting

territories in exchange for peace. These continued civil wars by proclaiming war against the republic and then against the empire.

In this way, Camilla gradually managed to establish a complete and loyal power in Rome. The Elders who won principalities began, by weight, to obey Camilla. Mithras said goodbye to Camilla and marched with the Roman armies to Britannia, settling in Londinia and becoming Pater Patriae from there. Camilla was the only Pater Patriae in Rome who had the respect of Mithras.

Camilla managed to create a cycle of stability among the Cainites and to exercise the entire plan she had made with Lysander. Although he wanted to accomplish Sahar's deeds, he knew that it was not yet time to do it in Rome. Caligula and Nero became tests of such experiments, carried out by Camilla.

Julius Caesar remained until 44 BC as Dictator until he was assassinated. Some believe that this was an attempt by former members of the Eternal Senate to regain their power. However, Camilla was already so stabilized in such a short time that it was completely flawed. The Roman Senate was facing its end, it was weakened and with the coming of Augusto César, the Roman Republic was transformed into Roman Empire and August took all the power for itself, as Camilla did years ago. In 27 BC, Augustus became emperor of Rome.

During the first century after Christ, The Eternal Senate united with similar goals and became Inconnu.

## **The Julius Claudian Dynasty**

When Augusto César established himself in charge as emperor of Rome fifteen years after Julius Caesar's death, Camilla made the decision and imposed his command that the Cainites would not directly command humans, they would guide and manipulate through the shadows. Camilla wanted the Cainites to be spectators and let humanity influence their decisions without the manipulation of any Kainites.

For a few years, the dictators of the Roman Empire made their decisions by themselves, mostly. Although Camilla fought against Cainite interference, it was impossible to permanently withdraw this behavior, so Camilla made a promise to himself: He would only protect what was his and Ventrue's domain, but would not influence humans. As long as others wanted to, they would, but Camilla would be out of it.

## **The Reign of Tiberius**

## Caesar

After Augusto César, Tibério Júlio César Augusto assumed the reign. The emperor had many problems, because during his reign, much corruption flourished in the empire. Some believe that behind Camilla, vampires encouraged this type of repercussion to achieve their goals. Although for Camilla it was years of peace, the Brujah vampires were still trying to rematch in a political war in which Toreador and Nosferatus were also part. Information wars, political scandals and lies about the empire were very common in this period.

Jyhad always happened between vampires and this time the fight was not between the Roman Empire and another civilization, it was between the vampires themselves, who used all possible political scandals to destroy each other.

## The Empire of Caligula

Incredibly, Caligula's madness was not to blame on the part of the vampires. He was really insane, or we just didn't understand his genius. For some Malkavians, he was supposed to be someone very special, while for the more sensible Ventrue, he was a maddening insane. In fact, Caligula went crazy because she fell ill.

In the year 37, with the death of Tiberius, Caligula was acclaimed Roman emperor by the people and the Senate. Upon taking power, he was greeted with enthusiasm by the army, which remained loyal to his father. The first months of the Caligula government were prosperous, as he respected the Senate, gave back to the Popular Assembly the right to elect magistrates. He decreed ample amnesties for those who had been condemned during Tiberius' term and organized large circus shows.

It was in the same year that Caligula went insane. Some vampires believed that Caligula had been cursed, others believed that there was a demon influencing him and the most skeptical attributed only mental insanity to the emperor. The fact is that Caligula became an extremely violent and authoritarian emperor. He took government actions that hurt the military, raised taxes and increased the economic crisis in Rome thanks to a succession of bad ideas that were unable to bear the costs. Caligula died by the praetorians themselves in 41 A.D. Claudius, his uncle assumed the position of emperor.

## Claudio's Empire

Claudio took over the empire and unfortunately for the vampires, he found out about its existence. Although he was a good emperor, Claudio knew that he could

not inform the population about the existence of great monsters that roamed the streets of Rome forever. Therefore, Claudio resumed unfinished projects from Caligula's reign so that he could invest in armaments against Cainites. Behind the curtains, he remained exempt from declaring war on vampires.

When he adopted Nero, Claudio left him out of any Cainite policy to save him from suffering. Cláudio prioritized his real children and trained them so that they could deal with vampires, founding *Orbem Mortale* (Mortal World) within the Roman Senate. *Orbem Mortale* was a sect financed by Caesar himself, outside the Roman Empire, with the aim of protecting the Romans from the shadows by fighting vampires with full force. Although it was financed by Claudio, he had been smart enough to create self-support through land and trade for *Orbem Mortale* and this way, even if it found its end, the sect would not.

Cláudio's government was detrimental to the Cainites, who demanded a response from Camilla. Although Camilla did not want to intervene, both he and the Primogenes of Rome ordered and planned the murder of Claudius. His government lasted for thirteen years and Claudio left his secrets kept for his children, whom he thought would take over Rome após sua morte.

## Nero's Empire

When Cláudio was assassinated, at the time Nero represented his eldest son and because of this he took over the empire. Gradually, Nero discovered the reports, documents and information that his adoptive father, Claudio, had left for his heirs, about the Cainites. The information discovered first made Nero experience the sensation of fear, which he investigated discovered that it was not a lie. By this time, Malkavians were already controlling the Caesar family to ensure that there were not the same mistakes as with Claudio's discoveries. The idea that Agrippina, Nero's mother, could kill him was manipulation by a Malkavian, such that it could not go wrong any more.

Nero became completely paranoid when he discovered by his own mother the family's involvement with Cainites, believing that everyone could be servants of potential vampires. Soon, the emperor began to trust no one but *Orbem Mortale* himself and soon the plans for conspiracy against his own family began.

The situation worsened when numerous attempts to assassinate Nero took place, by members of *Inconnu* who saw in him the potential to overthrow the principality



of Camilla. Nero potentiated a fight between vampires and mortals, funding *Orbem Mortale* and spreading rumors of dark creatures around the city. The Inconnu vampires acted out of the shadows, helping such rumors to spread as members of the Nosferatu and Toreador clans fight boldly, bought by Camilla, to make Nero's fame like crazy.

## The Italic Peninsula

Some call it "Imperio Cor Meum" (the Heart of the Empire), as the Italic peninsula is the most important region in Rome. Some assume that this fact is proven appeals for the existence of the Roman capital within the Italic peninsula. This is half true, as there are dozens of other factors that corroborate the region's importance.

The first factor that attests to the importance of the Italic peninsula is precisely the development of trade routes. When Rome was growing, even during the Roman Republic, it was decided that within the empire, roads would be created that would link the cities to each other. This allowed for a great commercial development, because there would be no possibility of getting lost on the way, the roads would always have military posts and troops lurking, being able to watch for possible thieves and scouts who intercepted the

caravans, thus guaranteeing the safety of the traders. This factor contributed not only to the growth of Rome, the capital, but to all the cities around it. Most of the most important cities can be found on the peninsula precisely because they grew together over a long period of time, without external interference.

Another factor that raises the quality of local life is security. It is impossible for barbarian invasions to take place or any attacks on Rome without going hundreds or thousands of kilometers long before reaching the heart of the empire. Civilians can only concern themselves with local scouts, as they are always prowling the roads or streets of the empire's cities. The lack of targeted attacks on major cities has also greatly increased the life expectancy of people, who could feel safe living anywhere on the peninsula.

Political decisions always come from there. Rome transformed the Italic peninsula into its first political pole. The senate is found in Rome, allowing the security of senators, patricians and that all political decisions are well thought out, within the security of the region.

Still within the Italic peninsula, there are the most stunning and well-maintained scenery of the Roman Empire. From mountains to large green fields with hundreds of vineyards allowing the aroma of wine to



last through the air and be carried by the winds. There are paradisiacal beaches, magnificent forests, although well cared for by the empire. Probably one of the best regions to be within the empire.

Finally, all maritime routes end on the Italic peninsula. Currently it is possible to say that the region is the largest importer in the known world, after all all cities within the Roman perimeter have trade routes between them and because of the largest cities being within the Roman Empire, most of the economic waves end in the Italian peninsula.

## **The City of Rome**

If the Italic peninsula is known as the center of the known world, Rome is currently the capital of the known world. The capital of the empire currently reaches close to two million and three hundred thousand inhabitants, surpassing all the cities known to the Romans and being listed as the most populous city in the empire.

In Rome, everything is easily accessible, as any spices, weapons, tools and technologies suitable for the time could be found. The economy in the city is very rotating, being known as “Urbs Aeterna” (Eternal City), because there is always someone working there. Most citizens have their routine, but there are those who work during the day and those who work at night.

Trade in Rome was well used. Food, drinks, animals, everything could be sold. There are streets that were composed only of shops and shop windows displaying each one of its goods. You can find what you want and sell what you want in Rome, in highly populated shopping areas during the day and sometimes at events during the night.

Politics is very centralized in Rome. The senate and large buildings such as the Roman Forum and Monte Palatino are used daily by senators and even Caesar. The great names of politics are found in Rome, as magistrates, quaestors, praetors, consuls and political positions that determine their functions towards the empire. The big elections take place in the city, allowing three hundred senators, by weight, patricians to be part of Roman politics after being elected. All imperial decisions are voted or vetoed in Rome, even though each city may have its own senate, it is still not possible to override the laws that were defined in the capital.

It is not possible to talk about Rome and forget about culture. Within the Roman Forum, there is a session defined only for the management of cultural events. Any Roman citizen has the right to participate

in events created by Caesar or senators in places of fun and relaxation. Sometimes, performances are held in theaters around the city and in the riding fields, which are often reserved for presentations with horses. The next building that is likely to attract many visitors to Rome is the Colosseum, which is due to be finished in a few years. In addition, large statues extolling the great generals, deities, Caesars and heroes of Rome were sculpted and positioned in the most populous streets of the city, so that Roman citizens would always remember their history.

Every citizen in Rome has many rights. The first is in relation to basic needs, as the public baths are open to anyone, fed by the aqueducts built by the Romans. The right to sources and water is also allowed for any Roman citizen who is in need and especially at headquarters. Public toilets connected to the Cloaca Máxima (Roman sewage system) allows all citizens to make their own needs, trying to keep the city a little less dirty.

When the time of death arrives, deceased citizens are burned or buried in large necropolises, underground in some territories within the city.

Not everything is flowers. Plague and poverty also hit Rome. There is an evident social inequality, in which only the patricians enjoy the best palaces, food, drinks and women or men during their evenings. Some even sleep in villas, known as Roman mansions, surrounded by guards and better protections than men could have had at the time while the poor have to struggle to defend themselves against thieves walking around Rome.

Even with the creation of Cloaca Máxima, the city was a complete mess. People often threw garbage on the ground, the Tiber River stank and the rotten smell of sewers, sometimes open, hung in the poorest regions. The number of people also transformed the city into an overpopulated one, forcing the Romans to create buildings of two or three floors, called “apartments”, where people lived in tiny houses inside these buildings.

Due to overcrowding, Rome no longer uses nearby territories to create farms. Often other cities are the main feeders of Rome, because the expansion and rural exodus in Rome took away the space for large plantations, as they had in the last century. This forces the city to have trade routes that may always be carrying food and other spices, because the overpopulation demands something that the city no longer holds.

## **The Children of Caine in Rome**



Rome is still run by Camilla, who acts as Imperator with a functional council of primogenes, who answer most of the Cainites for him. A decade ago, Camilla stopped attending meetings and any other political events, as Orbem Mortale has acted with maximum power. In addition, some suspect that Inconnu has been hunting Camilla after the dissolution of the Eternal Senate.

Together with the Malkavians, the Ventrue came to have most control of the city. The Roman Senate has many Ventrue ghouls that respond to the clan's interests while the Malkavians infiltrated the local religiosity, creating many followers.

Members of the Toreador clan act in the cultural and social areas of the city, managing events, participating in any structural changes and in the city's buildings. Urbanization, administered by the Toreador clan, gave them a great weapon, as they were able to control Rome's urbanization. This forced the Ventrue and Malkavians to carry out a Triumvirate with the Toreador.

Merciless members of the Brujah clan operate with few resources in Rome, working in the shadows little by little so that in the future they can create a great revolt. Some of them are believed to have influenced Nero's madness. The members of the Assamite clan became very important for their services in Rome, as Roman corruption became part of everyday life. This poses dangers to the senate ghouls that need to be protected from the humans themselves. Because of this, the services of the Assamites have been well requested and just as they are hired to kill, they are also hired to protect.

Clans like Gangrel and Ravnos go almost unnoticed in Rome. There are those who say that there is one or the other in the city, but they do not have much influence and do not look for it. Gangrel do not like Rome and for that reason they are absent as much as possible from any policies so that they can have their peace. Although it would be better to return to their lands, they know the dangers of the border and therefore do not leave the city. Members of the Ravnos clan have been very quiet lately and however small they may be in the city, they could raise their spirits.

Nosferatu play for themselves, exchanging information with whoever wants to pay them. The Cloaca Máxima was a recent great achievement of the ugly, allowing great sources of movement around the city and ears to all corners and walls.

Of all the clans that operate in the city, the Salubri and Cappadocian are more out of politics. While members of the Salubri clan struggle to heal the lepers and the

sick who suffer more and more from the lack of care that the empire has with them, the Cappadocian clan acts in an attempt to hide the Christians and fight alongside them, for the cause. The presence of Lasombas and Tzimisces in the city has not yet been registered. Some say that there are Setites hidden in the streets of Rome.

## **The City of Pompeii and Cuma**

Pompeii and Cuma grew up using Roma for support. In reality, Pompeii is a mercantile city, established on the coast of the Italic peninsula and a few kilometers south of Rome. Pompeii has one of the largest ports in the region, allowing great exports to be made to the city and thus, passing through the commercial routes to the others. Cuma, currently known as Neápolis or Naples, acts as an auxiliary to Pompeii, although it also has a grand port.

Positioned next to a volcano, still inactive, first Cuma was developed there by the extremely fertile lands. The creation of Nola, a small town and Estabia, a military post took place around the same time. Because these stopping points are very close, Pompeii was created from the junction of Nola and Estabia, with a road connecting the twenty-three kilometers of distance between Neápolis and Pompeii.

Over time, the Roman empire annexed the city and connected its roads with Neápolis, thus facilitating the journey from Rome to both cities. This decision meant that the empire could see the potential of both cities and ports started to be built in Pompeii while logistics started to be developed in Neápolis. The idea was that the goods arrived in Pompeii and Neápolis sent to other cities.

This decision made Pompeii and Neápolis grow exponentially, as the empire started to use it frequently, as they were relatively close to Rome and interconnected by several roads that led to other cities. Pompeii started to have the largest maritime trade on the peninsula, being able to receive all kinds of merchandise and Neápolis to send it anywhere on the Italic peninsula. Because of this, a large part of the exports that other cities carry out pass through Neápolis and Pompeii, while the imports pass through Pompeii and Neápolis.

This allows the Roman Empire to maintain a strict inspection of everything that enters and leaves Rome. Obviously there are illegal traders who still break the law and learn how to circumvent the rules. Or they simply pay that they are able to inspect to turn a blind eye.

Pompeii comes close to twenty thousand inhabitants while Naples, slightly smaller, comes close to fifteen

thousand inhabitants. Together, they total thirty-five thousand inhabitants. They are populous cities and close to each other, so that only in an hour of travel traders can make this passage from city to city.

Unlike Rome, both cities are much more organized, so they can make trade work very well. The roads are planned and the ports are well built to be durable.

The culture in both cities draws on the customs of Rome, with temples scattered throughout the city, statues and other entertainment venues such as circuses and smaller arenas, for fights between gladiators. In Pompeii, people do not experience as much social inequality as in Rome. In fact, people live better than in the capital. The same applies to Neápolis, although Neápolis is a much more commercially busy city than Pompeii for the simple fact of organizing all the logistics, while Pompeii's job is just to deliver.

Although security is a little higher than in cities like Rome, in both Neápolis and Pompeii there is an organization between families of patricians who dominate the entire port and logistics. The Angellis and Bernieri family.

Everything related to the Neápolis logistics goes through the Angellis while all the exported and imported goods go through the Bernieri. It is complicated to try to export or import something without paying a fee to both families, which make life easier for simpler citizens in both cities. Without them, the merchandise system does not work, does not pass inspection, or is simply sent elsewhere and resold. Political forces in the city see themselves bought by both families so that any complaints do not cause headaches.

### **The Children of Caine in Neapolis**

Both families are believed to be dominated by Ventrue and Toreador. The Ventrue, commanding the Pompeii family and the Toreador, that of Neapolis. This turns both cities into a tense political climate, as both families do not allow space for anyone, no matter the clan, to grow up anyway. This kind of mafia inhibits the growth of other clans. There are sources that claim that both families are entirely servants of both clans and it is possible to find ghouls there for hundreds of years.

## **The Iberian Peninsula**

Although the Italic peninsula was the political focus of the world, the Iberian peninsula was a strategic point. When he conquered the Iberian peninsula, during the Punic Wars, he did so that he could have complete control of the Mare Internum (Mediterranean Sea),

quick access to the African continent and leave Carthage without resources to support himself.

At the time, Hispania had large mining posts, which allowed Carthage to maintain its wealth while warring with Rome. After the Punic Wars, Rome decided to conquer the entire territory so that it could have the entire Gaul, thus taking over its plantations, mines and trade routes.

Until the beginning of the first century, Hispania and Gaul underwent a Romanization. Before, both regions had their own language, customs, economy and culture. Rome assimilated all of this and began to impose its culture on the territory. This completely transformed the Hispanic people. So that there would be no revolt in that region, the Roman senators sent military troops, donating land to prominent military leaders and founding new cities. Roads were also created and patrician families, originating from the Italic peninsula, were sent to the largest cities in the region as a local economic investment.

This set of decisions has completely transformed the peninsula, which in a matter of a century is already a long way from what it once was. Rome still uses the Iberian mining stations, but started to focus its attention on other territories most in need of development.

In addition, the longing for the old culture that remained in the Hispanic territories made artists try to remember the old days. Poems, sculptures, paintings and magnanimous works about the heydays of Iberian culture are increasingly created, by artists whose function is not to let their culture die.

Although the Iberian peninsula had a lot of Roman investment, the quality of life there has gradually fallen. Corruption took over the families of patricians and the military, forming some powerful factions and foci of corruption. The lack of supervision of the right people makes Hispania a profit place for the patricians and the military. Those who live there begin to suffer the lag of the cities, which gradually let the infrastructure collapse more and more.

### **The City of Cordoba**

Cordoba or Cordoba was one of the biggest investments that the Roman Empire ever made in a city, because when the empire conquered the city, the population was too big and the revolts could result in the loss of that territory. To demonstrate his concern for Hispanic lands, Rome invested heavily in Cordoba.

After the arrival of Rome, aqueducts, bridges,



expansion and infrastructure were applied to the city. The houses began to carry Roman construction methods. The idea of the patricians of the time was that they could make the citizens of Cordoba feel that they were in Rome, with the best equipment and lessons that the Romans could bring.

Cordoba's economy was brutally driven by the empire, which ran numerous campaigns and transformed the city into the economic hub of the Iberian peninsula. All other towns and villages in the surrounding area started paying tributes to Cordoba thanks to the policy of senators, who placed the responsibility of all these smaller cities in the Cordoba senate.

Romanized culture was mixed with Cordoba culture. With almost one hundred thousand inhabitants, it was very difficult for Rome to be able to overlap Iberian culture and because of this, the culture was only mechanized, but most of the most famous artists in Iberia live in Cordoba. As a way of pleasing citizens, the senators also created legislation to protect both cultures, guaranteeing the livelihood of citizens who could prove that they were really Hispanic-born artists. This great growth of artists has made the city famous as one of the most cultural cities in Iberia.

The local economy works very well, although corruption has made the city an unattainable center without "getting the hands wet" of a landowner, soldier or trader. All important commercial routes pass through Cordoba and the taxes imposed by the patricians further fuel this corruption, causing merchants to pay lower fees for soldiers to allow them to pass or even to take other paths.

There is a dispute between patricians and merchants, as those who try to take other routes or to circumvent the system created by the patricians are often unfortunate to find "accidentally" scouts on the way to other cities. The city's politics is going through a crisis, where the Military Tribune has acquired more and more power, due to the prominence of military in the city, which exceeded the number of countrymen who live there. Senatorial disputes have become increasingly fierce to see who takes complete control of the city.

### **The Children of Caine in Cordoba**

Although Córdoba is led by an Malkavian Imperator, the dispute between him and the Ventrue who is acting as a military man has grown exponentially. In the past, while Camilla was leading Cainite diplomacy in Cordoba, both the Malkavian and Ventrue had agreed to an alliance treaty. But the passing of the centuries

made them fall into disagreement, moving on to rivalry and turning them into potential competitors.

Toreador make the most of it to profit from what both clans leave aside: Trade itself. So concentrated are the Ventrue and Malkavians in charging fees to travelers that they forget that the real economic potential is in the main markets and not outside the city. At the same time, they take the opportunity to buy senators and support local artists, who in the eyes of a Toreador, have the best potential of the empire.

### **The City of Toledo**

With about twenty-seven thousand inhabitants, Toledo is currently a good metallurgical center of the Roman Empire. Firstly, because it is one of the only cities that produces Roman coins by weight, which gradually begin to become more and more common than the barter, land or slave economy system. In addition, Toledo has a huge industrial production of Roman armaments such as swords, armor, shields and among other war tools. From there, the best productions of the empire come out to be distributed among the military.

Toledo is cut by Uncle Tejo, who supplies part of the city, in addition to the aqueducts built by the Romans to facilitate not only the city's production but also to keep it well supplied even in times of drought. The streets are well maintained, allowing easy movement to any other city. Toledo is an economic center in Iberia and has grown so much because the trade routes related to metals always go there before going to other cities in other regions.

As a means of enrichment, traders began to traffic slaves between Hispania, leaving Toledo and taking them anywhere, as long as they have talent. There, there are many arenas and the fight of gladiators is considered very common. Therefore, the gladiator market is wide open and provides doors to enter larger cities. Toledo's slave sellers believe that with the opening of the Colosseum in Rome, the market will expand to astronomical levels.

### **The Children of Caine in Toledo**

The city of swords and coins is ruled by a Pater Patriae Toreador. There, there are not many political plots, although little by little the information that members of the Brujah clan has been working as forgers along with the Toreador has been running wild.

Lasombra have been involved in negotiations with the Nosferatu, allowing slave trade routes to Nova Cartago and the rest of the world, profiting a lot from this business model. The Cappadocians have just built



a large necropolis in the city, allowing their studies to advance a lot in value and the Salubri get involved in a confrontation between Setitas and Ravnos, trying to maintain order between them, believing that there is a hellish potential in the presence of both clans within the city.

### **New Carthage**

Founded before the Punic War, Nova Carthage aimed to maintain Carthaginian dominance within Iberian territory, as the city's port was the gateway to the European continent. Although it is a small city, New Carthage has a lot of potential for growth, with a population of almost twelve thousand inhabitants. The coming of the Romans did not completely destroy the city as in Carthage. The Romans, as soon as they conquered the city, blocked Carthage's possibilities of accessing the Iberian peninsula and strengthened trade with Nova Cartago so as not to lose the city's maritime potential. Over time, the city was renamed to Cartagena and became a good access point for Iberia.

Since then, Cartagena has found itself somewhat abandoned by Rome, with few taxes being sent to the city to maintain its dominance, forcing the citizens of Cartagena to work for other cities in the vicinity, almost in a state of independence.

### **The Children of Caine in New Carthage**

When Camilla promised land to the Brujah, she gave them Cartagena. It was far enough from Rome and considered Cartagena an unimportant spot, since Neápolis and Pompeii were becoming the empire's biggest commercial spots, with a major investment in logistics and ports.

Cartagena is believed to be the only Roman city today that has an Emperor Brujah, although this knowledge belongs only to Camilla and the city's Brujah clan itself, as a secret of both. The Brujah clan still tries to restore the glory of Cártago in Cartagena, but times are different and since they are not the only ones and do not have the freedom to act completely alone in the city, Cartagena has not yet become the Brujah dream.

The Lasombra have controlled part of the ports in a dispute against the Ventrue clan that dominates the most. The Ventrue clan was established to keep an eye on what the Brujah plot within the city's domains and such information always reaches Camilla's ears. The fear of a potential infernalist in the city scares the Ventrue who are there creating an extremely tense atmosphere of Brujah against Ventrue, against Lasombra, giving the sensation of crossfire. Recently, an appeal was made, bringing the Malkavian clan to the city. The influence of the Nosferatu, in a delicate alliance with the Lasombra, is grand enough to prevent an attempt to migrate any



Toreador there.

Cartagena is the only city that the Brujah can have a voice, thanks to Camilla, in honor of their agreement. This may be one of the few chances that the Brujah have to rise and restructure the clan.

## Thessaly Region

The conquest of Thessaly came after the Macedonian Wars, when Rome maintained it began to expand astronomically in search of the Mare Nostrum, to maintain control over the entire Mediterranean. This achievement was of great value to Rome, as it added much to the culture of the empire, which at that time was still a republic. Thessaly guaranteed easy access to Byzantium (Constantinople) and the Black Sea and a rapid sea route to Egypt, later annexed by Julius Caesar.

Although Thessaly is not an extremely rich region in terms of economy, it is an extremely rich region in culture. Thanks to Thessaly that Rome innovated its concepts of architecture and philosophy. Roman polytheism was completely shaped and influenced by Greek polytheism. In addition, fighting techniques adopted by Sparta were adopted and further developed by the Romans years later. In addition, the conquest of Thessaly completely changed the Roman education system, as teachers and philosophers left and were transported to the entire

empire, mainly to the capital to teach the children of Roman citizens.

## The City of Athens

The ancient capital of Greece became a major port for the Roman Empire. In addition to being the cradle of democracy and scholarship, Athens came to be used as a way to cut off anywhere in the eastern Mare Nostrum.

When it was annexed, Rome did not use the same methods of Romanization as in other cities. In reality, Rome did the opposite. We could say that in reality the empire underwent a “gregorization”, completely shaping its way of thinking about democracy, history and other factors that had a great impact on the empire.

Athens is still an important cultural landmark for Rome today. The Olympic games are still held in Athens, although traditions say that only originally Greek citizens can participate in the challenges, are reasons for visits to the city. Trade with Athens is rather weak, in reality what really matters to the city is education. The young Greeks are the best educated in the world known at this time and that is why Rome still values Greece. His study methods are unique and no one has yet managed to replicate them.

Although not one of the most populous cities in the empire, Athens has seventeen thousand inhabitants,



giving plenty of space for vampires to act through their ghouls. The city is undergoing a major transformation where religious cults have grown strongly, each related to the philosophies adopted by its leaders. Philosophies that were already approached and developed centuries ago by great thinkers like Socrates, Aristotle and others.

### **The Children of Caine in Athens**

The Brujah left Athens centuries ago and did not return. There are few members of the clan who still spend time in Greek philosophies and it is possible that only the most homesick do so. Currently, the Emperor of Athens is Lysander, who occasionally leaves the city to visit Rome at the invitation of Camilla.

Lysander's command prevents any Brujah from having any influence on Athena. There, the Toreador are largely responsible, influenced by Lysander to continue maintaining the value of Greek culture and the value of the philosophies created by Greek mortals centuries ago. Much of this, Lysander still does in honor of its creator, destroyed centuries ago during the Punic Wars.

In addition, the Malkavians act as oraculists for the Greeks themselves, advising them when necessary through ghouls and acting as emissaries of the Greek deities. At the same time, the Ventrue of Athens do not act like the Ventrue of Rome. In reality, Lysander keeps them as complete warriors, still trained with the same rigor as the ancient Spartans. Pater Patriae founded the School of Military Arts in the region, allowing anyone who proves himself loyal to the principality to learn a little about self-defense techniques. The city's Nosferatu act as bearers of the lost secrets together with members of the Capadócio clan. Apparently, Lysander was able to establish the ideal governance method he planned with Camilla.

The real problem in the city is in relation to religious and philosophical cults. In addition to the Malkavians, the cults are also led by Setites and the Lasombra clan. Some others believe that the Baali are also involved in some of them. The Senate of Athens is very divided between such philosophies in a very fierce policy of those who shape the city according to their philosophical convictions.

Ghouls are very present, representing the wishes of their Cainite sovereigns. During the day, they hold great political debates and in some of them even violent ones. When night comes, such debates become the responsibility of the Cainites, who find themselves in a cold war about to explode to get local government.

## **Sects and Secret Organizations**

Several different sects arose among the Cainites of that era. Each sect maintains its power differently. Some are informal groups united by convenience, while others are highly ritualized societies. Together, they form the main political forces in Cainite society.

### **Senatus**

Founded by Camilla, Senatus is the entire council of elders that dominates a city and imposes rules and traditions. Not necessarily only in Rome, but in every city in the Roman domain populous enough to afford a council of elders. Any city that has a Senatus responds directly to Senatus Principalis in Rome, led by Camilla.

The initial objective was to replace the Eternal Senate and it worked exactly as Camilla wished, expanding more and more by the empire. Senatus tends to be very selective with the members who are part of it, as they are usually the Primogen of the city together with the Emperor, dominating almost eternally and never allowing new members to enter.

The Senatus Principalis makes decisions for the Cainites throughout Rome while each city that has a Senatus will make basic decisions for the cities. Any decision that may meet those of Senatus Principalis must be reported immediately to Rome to see the merits of the decision. Senatus has its own traditions of loyalty among members for each participating city, traditions that are approved or vetoed by Senatus Principalis.

### **Liberum Immortalitatis**

Comprised of young vampires who declared open rebellion against Senatus and the elders of the clans, Liberum Immortalitatis preaches that all young neophytes must be free from ancient machinations. Most of them are found among neophytes and dissatisfied with Cainite society. They seek freedom and rebel against the authority of their masters and the power of the Imperatoris.

Sect members travel in packs in order to be protected if an elder is plotting their deaths. Although it started with the goal of freeing itself from the domain of elders, the sect has gradually become blind to the cause by "forcing" younger Cainites to free themselves.



## Orbem Mortale

Although the vast majority of members of this sect are deadly, Cainites are also involved in a dirty game, helping hunters to avoid being hunted.

Orbem Mortale was created by Emperor Claudius, before Nero, when he discovered that vampires were a power present among mortals. However, his creation was soon corrupted without even knowing it. No one knows which vampires are really involved with Orbem Mortale, although it is a very dangerous organization, as it has its own means of support. Recently, he started receiving huge amounts of investments from Nero César, allowing vampires to be completely unprepared against this organization.

Orbem Mortale is not religious, although there are many mortals who believe in Mithra or gods of Roman polytheism. Christians are a rarity within the sect, even if the sect has a single goal and no one there has the goal of betraying one another.

The cause of Orbem Mortale is only to exterminate the Cainites. They started acting in Rome and gradually spread their powers among other cities. Orbem Mortale is believed to be a precursor to the Leopoldo Society.

## Inconnu

After the dissolution of the Eternal Senate, members who belonged to the Senate became part of Inconnu, a sect created so that they themselves could count on their own loyalty in order to maintain their influence in the empire and regain their power in Rome. Gradually, Inconnu has spread throughout the Roman territories, sending members of the sect to all sides and important cities that the empire can conquer, in order to have a little power in each of these places and influence exactly as they wish.

The Inconnu tend to be concerned with ancient customs, which came from the time of Collat and many of them firmly believe that humans should be treated as well as possible. However, they have their share of internal conflicts, as do all groups of Cainites. Among the members of the Inconnu, there is little consensus, except for the common desire to exterminate those younger than themselves.

Inconnu is extremely competitive and divisively accepts loss of power completely silent. The remaining Cainites of the time of Collat do are always involved in political plots, trying to overthrow vampires that they consider out of the standard that they understand as ideal.

## Tal'Mahe'Ra e Manus Nigrum

From its origins as a cult to human death in the ancient world, Tal'Mahe'Ra developed until it discovered the secret of the immortal life of vampires. With the centuries Tal'Mahe'Ra began to face internal problems of disagreement and for this reason it was divided between Manus Nigrum, who would act in the policies of Rome, in the West and the Tal'Mahe'Ra who would keep his studies hidden in the East.

The change process has been somewhat complicated and tiring, apparently the sects are still considering whether it is interesting to maintain a common communication and peace deal so that there is no conflict or war between them.

Tal'Mahe'Ra devotes its energies to the study of demons and the underworld, as to where mortal souls go after death. Manus Nigrum, however, developed a keen interest in Roman politics. The few elders who know about both sects say that they work to destroy the Baali. In reality, the main objective of both is to work against vampires. Precisely for this reason that both still remain as allies, since one of the strands works using the infernal and death energies while the other works using the policy of the Cainites themselves.

For both sects, the existence of vampires is highly detrimental to human development. They believe that destroying vampires is the best way out of a peaceful world. Occasionally, the sect presents itself to one of the others to assist in the destruction of the Cainites of some local city. When cleaning is carried out, they move to another city.

Recently, avid Tal'Mahe'Ra scholars have formulated theories about the end times and Gehenna, apparently mentioned in writings and copies of Nod's book. For this reason, speculations started to arise, at least within the Tal'Mahe'Ra about when the end of times could happen and studies with forecasts started to be strongly carried out.

In both aspects there is no limitation for Cainites to participate. In fact, Cainites who can become members are studied for a while before being accepted. There, they are found from True Brujah to Cappadocian.

## Cult of Typhon Trimegistus

Created by the Followers of Set, the Cult of Typhon Trimegistus became the main governor of the Setite

religious discipline. It is said that the cult was created in Alexandria, the capital of Egypt. With the expansion of the Roman Empire and access to Greek and Roman culture, the Setites learned Roman polytheism, understanding the Set Deity as Typhon, the serpent dragon born from Gaia and Tartarus to besiege Olympus and destroy the gods. Thus, the Cult of Typhon was established. The followers of this cult treat Typhon as an interpretation of Set.

The great popularization of this cult was due to the grand strategy of the Setites to manipulate the minds of mortals. The Cult of Typhon is divided into three small cults, dedicated to Bacchus, Mars and Pluto. Setites regard these three gods as alternative faces of Typhon. In this way, the cult is dedicated to showing the true face of Roman deities, telling mortals and vampires that they are nothing more than copies or versions of the deities worshiped by the Setites

Currently, the largest temple in Typhon is located in Alexandria, although the Setites are sparing no effort to build temples in Rome. Gradually, the truth of the Followers of Set will be wide open in the Roman convictions and then, there can only be one divinity: Set.

## Collectoribus Caim

Much has been lost with the story, especially about what vampires really were once. Collectoribus Cain

is an already weakened organization. Members who participate in it seek remnants of the first cities, lost artifacts, knowledge and in some cases, interfere with the plans of the Cainites.

Unlike Tal'Mahe'Ra and Manus Nigrum, these vampires do not act in any way for or against vampires. The interest is simply to preserve vampire history, as they believe that as a high race, vampires should have this luxury. Unfortunately, Collectoribus Cain has been losing strength, since the Brujah were the main participants in such an organization. When Carthage existed, they used to have a lot of centralized power, although now we hardly hear about the greatness of its participants.

It is not known which Families are involved in this organization, but there is a vague notion that Brujah, Assamite, Salubri and some Toreador worked together at the time of the organization's activity. Most of the vampires that are there already belong to the ancient age and are probably focusing their efforts to regain lost power. It may be a matter of time before this organization is completely disbanded.









# APPENDIX

Everything on the character sheet talks about your character's skills and personality. Is he or she strong? Athletic? Learned? Good in a fight? What does he or she believe? Who are your friends? Merits and Flaws allow you to add another layer of depth to your character, providing mechanical benefits and disadvantages for certain narrative circumstances. These are optional materials, so your narrator has the final say on whether to allow them or not.

Storytellers and players are encouraged to discuss the use of Merits and Flaws before starting a chronicle. It is also recommended that the narrator choose a limit on the number of Merits and Flaw that can be obtained. Some suggestions include: No more than 5, 7 or 10 points in total Merits and Flaws, all Merits must be balanced with equal Flaws points, or a particular set of gift points assigned to be spent exclusively on Merits and Flaw.

## Acquiring Merits and Flaws

Through training or narrative circumstance, Merits and Flaws can be won and lost. Allowing this is entirely up to the narrator. A character can develop a relationship that he thinks is worthy of True Love, while another character's Persephone's Fate can happen. Before allowing this, the Storyteller must consider whether or not it makes sense for the Merits or Flaws to be won, lost or changed. If he wants to charge for the loss / gain of a Merits or Flaws, treat the cost of experience as if the character were buying a Background. Except in rare circumstances, Flaws should not offer additional points after the start of the game.

## Physical Merits and Flaws

Physical Flaws and Merits affect your body or your

character's physical actions, such as combat or athletic feats. Physical Merits can reflect a character's innate abilities or the result of years of deadly training, while Physical Flaws can be the result of genetics or unfortunate accidents.

**Ambidexterity (Merit, 1 point):** You have a high level of manual dexterity, being able to perform tasks with your "unskilled" hand without suffering penalties. You still need to follow the rules for performing multiple actions, but you will not suffer any penalty if, for example, you use two weapons or are forced to use the "unskilled" hand.

**Demeter's Bless (Merit, 1 point):** You have the ability to eat food and even taste it. Although you will not be able to extract any nutrients when eating normal foods, this ability will be useful for maintaining the Tradition of the Silence. Naturally, you are unable to digest what you eat and there will come a time during the night when you will have to vomit what you have ingested.

**Mercury Balance (Merit, 1 point):** You have a sense of perfect innate balance. The characters with this Merit reduce the difficulties of their tests related to balance (ex: Dexterity + Athletics to walk on a narrow board) in two points. This Merit can be used very quickly.

**Living Strige (Merit, 2 points):** His appearance is more natural and healthier than that of other vampires, which allows him to blend with humans more easily. You still retain the color of a living mortal and your skin is just a little cooler on contact.



**Efficient Digestion (Merit, 3 points):** You are able to extract more nutrients from the blood you eat than normal. When you eat, you get one more blood point for your blood reserve, for every two points you consume. This does not allow you to exceed your maximum blood reserve.

**Daredevil (Merit, 3 points):** You are good at taking risks and even better at surviving them. Whenever they are trying something particularly risky (like jumping from one moving car to another), characters with this Merit add three additional dice to their play and neglect a critical failure result in a data that results from actions of this type. In general, these actions must correspond to a difficulty of at least 8 and have the potential to inflict at least three levels of damage in the event of failure.

**Large Body (Merit, 5 points):** You are unusually large, measuring perhaps more than two meters in height. Some make comparisons with Boagrius, from Troia. In addition to making him extremely notorious in public, this extra mass gives him an extra level of vitality. Characters with this Merit can also earn +2 dice bonuses for pushing objects, opening closed doors, avoiding being knocked over, etc.

**Short Stature (Flaw, 2 points):** You are well below the average height 1.20 m or less. You have difficulty reaching or manipulating objects designed for a normal-sized adult and your running speed is half that of a normal human.

**Exposed Wound (Flaw, 2 or 4 points):** You have one or more wounds that refuse to heal and bleed frequently. This slow bleeding costs you an additional blood point per night (marked just before dawn), in addition to drawing attention. If the wound is visible, the difficulty of all your Social checks increases by 1. By two points, the Flaw is not visible and has the basic effects mentioned above, by four points, the bleeding is dangerous or mutilating and includes the effects of Permanent Injury Flaw.

**Insomnia (Flaw, 2 points):** Falling asleep is difficult. Staying asleep is even more so. You turn and change your position and can't sleep at night (or day). No matter how much time you spend trying to sleep, in fact you took half of that to really rest, which leaves you with half-closed eyes and an avid mind. Increase

the difficulty of all Perception checks by +2.

**Disfigured (Flaw, 2 points):** A horrible disfigurement made it ugly and easy to notice and remember. Therefore, you have zero Appearance, as with Nosferatu (to which this Flaw cannot be attributed).

**Permanent Fangs (Flaw, 3 pointss):** Your fangs do not retract, making it impossible for you to hide your true nature. Although some mortals think you may have had to cut your other teeth or that you are wearing dentures, sooner or later you will come across someone who knows who you really are. you are a constant threat to the Mask and some Kindred may want to ensure that you never commit any infractions. In addition, your Appearance is limited to level 3.

**Crippled (Flaw, 3 points):** His legs are damaged, which prevents him from running and walking easily. You need to walk with a cane, or perhaps with crutches, and limp visibly when walking. Your walking speed is equal to 1/4 of the normal speed of a human and you are unable to run.

**Permanent Injure (Flaw, 3 points):** You suffered injuries before the Embrace, which your transformation failed to heal for some reason. At the beginning of each night, you wake up to the Injured vitality level, although this can be cured by using blood points.

**Carrier of Contagious Disease (Flaw, 3 points):** Your blood is infected with plague or an equally virulent disease. You may not show symptoms or suffer damage, but you can pass it on to all your victims. Worse than that, you cannot get rid of the disease by purifying your blood. Alchemy or Dur-An-Ki can offer a cure, just like the healing arts of the Salubri. If your condition is discovered, you may be banned from accessing several cities or restricted from feeding on lepers and other sick bastards. Cainites who drink from their blood should test for infection normally, although they can heal themselves by purification.

**Delayed Healing (Flaw, 3 points):** You have a hard time healing your wounds. Two blood points are needed to heal a vitality level lost by normal damage, and you only heal an increased level of damage every five days (plus the usual five blood points and Willpower expenditure).

**Inept (Flaw, 5 points):** You are not in harmony with your natural abilities, therefore you have five points less to spend on your Talents (so that the most points you can spend on your Talents at the beginning of the game would be eight, and the lowest would be zero). Of course, you can still spend bonus points to buy Talents. However, at the beginning of the game you cannot have more than three points in any Talent.

## Social Merits and Flaws

Merits and Social Flaws always involve your character's interactions with others, most often mortal. They are also almost always circumstantial, depending on things your character has done or people he knows who alter the way others think about him.

**Arthemis Aura (Merit, 1 point):** Animals do not react with fear or distrust to their presence, as they do with most Members. They treat you like a mortal, not escaping your touch.

**Leadership of Alexander (Merit, 1 point):** You have a certain magnetism that affects others naturally. You receive two extra dice on your Leadership tests. You must have a Charisma value equal to or greater than

3 in order to purchase this Merit.

**Loki's Gift (Merit, 2 points):** You have access to a mortal who looks just like you. Be it your twin brother, a distant relative, someone subjected to Vicissitude or simply someone very good at disguise. Unless it is made of ghoul, it will age and eventually will no longer be your double. He can walk normally during the day, conducting his business and maintaining the appearance of a mortal life, but he will also perform actions for which you will be held responsible. Remember that your look-alike needs to be informed of your relationships and your business.

**Glamorous Voice (Merit, 2 points):** There is something in your voice that others simply cannot ignore. When you give orders, they cringe. When you seduce, they fall apart. Whether it's thunderous, gentle, persuasive or just talking, your voice catches the eye. The difficulties of all tests that involve using your voice to persuade, bewitch, or command are reduced by two points.

**Ex-Ghoul (Merit, 2, 4, 6 or 4 points):** You had been introduced to the Blood long before you were turned into a vampire. His long experience as a ghoul guarantees him greater knowledge and familiarity in vampiric society. This means that you are no longer





a neophyte in age, perhaps in Status. With 2 point, the difficulty of all Social tests is reduced by 1 in the presence of other Neonates (especially those who were not educated by their masters). With 4 points the difficulty of tests related to Clan Knowledge or Family Culture also reduces by 1. With 6 points, you managed to keep the Potence point you had gained when it was still transformed into Ghoul and if the narrator allows it, you can win one more point in some other clan discipline. With 8 points, you get two more points to spend on Abilities and 1 on Attributes. The more points you have in this Merit, the longer your character has life. Consider talking to your Storyteller about your character's background as a ghoul and all the years of life gained in your career.

**Prestigious Sire (Merit, 2 points):** Your lord had or has great Status in your sect or clan and this gives you a certain prestige. Although your master may have nothing more to do with you, the simple fact of your ancestry has marked you forever. This prestige can help you a lot when dealing with your elders or other neophytes, or it can cause jealousy or envy.

**Mithraist Adept (Merit, 2 points):** You have participated in the Mithraist cults and know some people there. It is possible that at one time or another you will be invited to join as a faithful member of the cult. When dealing with Mithraists who know who you are, reduce the difficulty of social testing by 1 point. Small favors can also be exchanged with members of Mithraism.

**Patrician (Merit, 3 points):** You have inherited or purchased the title of Patricio and you have some document or form of recognition to prove it. As a patrician, you can try political life and earn unique and exclusive rights guaranteed by the Roman senate for the wealthy class. When dealing with other Patricians or Senators, reduce the difficulty for social tests by 1, as long as they know your title.

**Supernatural Contact (Merit, 3 points):** You know a werewolf, wizard, fairy, demon, wizard, or other supernatural being. This does not mean that you are inseparable companions, only that the two of you do not follow the usual policy of trying to kill yourself when you see each other. If the player wants a more cordial relationship between the characters of different races, he will have to develop it on his own during the game. Remember that while Con-

tacts can do favors, they generally expect favors in return. Furthermore, their Supernatural Contact is probably as marginalized in the community itself as weak blood is among Cainites. At the very least, you are both at risk of disgrace in your respective communities.

**Prestigious Military (Merit, 3 points):** You were probably part of the Roman army and during your trajectory, you won the respect of many soldiers and even their commanders. This respect brings you benefits. You can "circumvent" some laws whenever you want, as you have high ranking military friends, your name is known among soldiers and Social tests for when dealing with soldiers who have heard of your name reduce by 1. It is possible that you ask the military of higher ranks for your favors, although this can be costly if you abuse people's goodwill.

**Ex-Military (Merit, 4 points):** The empire promised you land and fulfilled it when you retired. You have gained the possibility to participate in the Senate using your old reputation. Even if you lose your properties and resources, your lands acquired by those serving the empire guarantee you Resources 3 if you sell them. In addition, dealing with military personnel who knew or fought at your side reduces Social difficulties by 2. This Merit can be combined with Prestige Military.

**Political Reputation (Merit, 4 or 6 points):** Somehow you are part of the Senate. In addition to the priorities and benefits of a senator, you are part of political meetings, being aware of what happens there. With 4 points, you are starting your career in the Senate and are still young, being able to learn a lot and get some information from there. Once per session, you can ask the narrator for information about what has happened in the senate. In addition, you can easily deal with other patricians and second-class citizens, as long as they have nothing against you. Reduce Social Testing difficulty by 1 point. To purchase this Merit it is necessary to have Ex-Military or Patrician. With 6 points, you already have a prestigious position within the senate and are respected and known among the senators themselves. You can ask the narrator for up to three pieces of information. When dealing with countrymen, commoners or other senators, reduce the difficulty for social tests by 2 points. Although he began to be worshiped politically, his character probably also

made enemies. When purchasing this Merit, add Enemy (Flaw, 2 points) to the card. Talk to your Storyteller about who your enemy is and what the relationship is between the two of you, or how you came to be enemies.

**Favor (Merit, 1 a 6 points):** Someone owes you a favor. That vampire who is indebted to you may be the most insignificant neophyte in town or the prince himself, it all depends on the cost of Merit. You only have one favor (unless you buy Merit several times) and, therefore, it is important that you use it wisely. Depending on status and other favors, the vampire who owes you the favor may well resent your debt and even deviate from your path to “get things right” earlier, in some cases reaching the absurdity of creating situations where he can save you and thus equalize the score.

**Hemera’s Fame (Flaw, 3 or 6 points):** For some reason you provoked the wrath of a Vampire in a higher status than yours in your Family. This Kindred have the power to make your life a living-hell, tarnishing your reputation, spreading disgusting gossip, or even slandering your loves. And all for reasons that you cannot understand. However just because you are being offended does not mean that you have to put up with it docile. You can find help from those who don’t credit defamation. But you may have to prove yourself innocent many times before getting support. With 3 points, this defect extends only to your Family and all Social checks against vampires who have heard any fallacy about you increase the difficulty by +2 until you prove otherwise. For 5 points, your bad reputation reached even higher levels! Against any vampire in the city who has heard your name, the difficulty of Social checks increases by +2.

**True Love (Merit, 4 points):** You have discovered, perhaps too late, true love. He or she is a mortal, but it is the center of your existence and inspires you to continue in your world of darkness and despair. Whenever you are in pain, the memory of your true love gives you the strength to endure. This Merit gives you an automatic success in all Willpower tests, which can only be canceled by a critical failure dice. this can be a gift or a hindrance because your true love may need protection and sometimes help.

**Caesar’s Family (Merit, 7 points):** You personally

know Caesar’s family, and you can have contact with them and even a friendship when you wish. This allows you to even talk to Caesar himself at one time or another and find out how the empire is doing. Other people do not know this and this is a secret. If revealed, it could be a danger to you, as the bad guys would probably force you to perform heinous acts in “pro empire”. If the narrator allows, this Merit can also allow him to be part of Caesar’s family.

**Enemy (Flaw, 1 to 5 points):** You have an enemy, or perhaps a group of enemies, that seek to harm you. The enemy’s power depends on the number of points the player wants to spend (five points indicate the wrath of Methuselah, archmage or other powerful supernatural opponent). Enemies can be deadly, although their influence is very powerful with more points on this Flaw.

**Dark Secret (Flaw, 1 point):** You have some sort of secret that, if discovered, would be very embarrassing and would make you an outcast to the local vampire community. It could be anything from the murder of an elder to a member of the other sect.

**Resentment of the Sire (Flaw, 1 point):** Your Sire doesn’t like you and only wishes you the worst. He will seek to harm you whenever an opportunity arises. Your Sire’s allies also work against you and many elders will keep feelings from you.

**Unworthy Sire (Flaw, 1 point):** Your Sire was, and perhaps still is, untrustworthy and detested by many Kindred in the city. As a result, you are also considered untrustworthy and detested.

**Plebeian (Flaw, 2 points):** Possibly you are part of a working family and without many living conditions. You are entitled to Roman citizenship and basic empire supplies. Although you cannot have political reputations, you are allowed to participate in the Tribune of the Plebe and represent your caste. Some countrymen make fun of you and senators discredit you simply because of your financial situation. Add +1 difficulty to Social rolls where you are dealing with “higher” castes than yours.

**Protected Helpless (Flaw, 3 points):** A mortal you want to protect depends on you in some way. And he needs a lot of protection, by the way: Protected mortals have a unique tendency to get into unwanted



ed situations, forcing him to change his plans or even put himself in danger. No matter how many people depend on you, you can only have this Flaw once. A helpless protégé can be a relative, a lover, a friend or basically any mortal with whom you have a strong connection. Protected do not have any special influence or abilities that they could offer in return (if they did, they would be Allies or Contacts).

Does the protégé know you are a vampire? Keeping him protected without knowing it takes a lot of effort. You spend a lot more time with a Protégé than with a casual friend, and under more tense circumstances. Sooner or later, you will have to explain the strange events and behaviors: Why he never saw you during the day, or why a thief's sword pierced him but didn't make him bleed. On the other hand, letting a Protégé know about his greatest secret threatens the Silence of Blood.

**Christian (Flaw, 3 points):** You are a Christian and people know it. This complicates your life in several ways. First, you are required to pay taxes to the empire to remain in the right to exercise your faith. Second, your religion is poorly spoken and people don't like it. You are forbidden to enter some places and in others you get bad looks. In case of any crime, you can be one of the first to be considered as a criminal and even punished. You are discredited and often ignored. Add 1 more difficulty on Social tests when dealing with non-Christians. Christians are not able to buy the Patrician Merit or Political Reputation, because they are not able to obtain Roman citizenship by common means and not even the title of patrician. As a consequence, you still have to buy the Flaw Plebeian.

**Gipsy (Flaw, 4 points):** You are often persecuted as a Christian himself, but for the simple fact that he came from other lands or because the people of Rome blamed the fault of the empire for its people. You are inhibited from gaining any form of Roman citizenship and no matter what you do, you can never be considered a Roman. This means that crimes that can be blamed on you are likely to lead to death. People detest your presence in the environment, some insist on expelling and others may even try to attack you. All difficulties in Social tests increase by 2. Gypsies also cannot buy the Patrician Merit or Political Reputation, because they are not able to obtain Roman citizenship or the title of patrician

and if they succeed, the moment they present, they are discredited and invalidated as long as they know that you are gypsy.

**Repugnant Sire (Flaw, 4 points):** It is no longer enough to be subjected to a blood bond with your master, you are also the servant of a vampire who treats you horribly. Perhaps you are publicly abused and humiliated, perhaps your master forces you to do terrible things for him. In both cases, existence under the snare is an endless nightmare, with your master leading the symphony of malevolence.

**Inapt (Flaw, 5 points):** Similar to Inept, above, but related to Skills (Abilities).

## Mental Merits and Flaws

Mental Merits and Flaws refer to your character's cognitive abilities, perceptions, beliefs and academic ability. Like Physical Merits, Mental Merits can be the result of training or natural ability, while Mental Flaws generally represent an obstacle due to your character's behavior.

**Hightened Sense (Merit, 1 points):** One of your senses is exceptionally sharp (vision, hearing, taste, touch or smell). The difficulties of all tasks involving the use of this keen sense are reduced by two points. This Merit can be combined with the Auspex Discipline to produce superhuman sensory acuity. If the narrator allows, this Merit can be purchased more than once.

**Logical (Merit, 1 point):** Although some people refer to you as an "ice stone", you have an aptitude for separating real information from the emotional or hysterical brush strokes that accompany it. Emotional or not, the fact is that you can see clearly when other people are muddling the facts with their own feelings (the difficulty of all Empathy and similar checks decreases by 1).

**Celestial Atunement (Merit, 1 point):** You innately know the time of day and can accurately guess the time of sunrise and sunset in minutes. With a moment of concentration, you can also estimate the position of the stars, even without the help of a star map.

**Common Sense (Merit, 1 point):** You have a

significant amount of practical everyday wisdom. Whenever the character is about to act in a way that is contrary to common sense, the narrator can make suggestions or warn him about the implications of such an action. This is a very useful Merit to be adopted by beginning players unfamiliar with the game.

**Concentration (Merit, 1 point):** You have the ability to focus your mind and disconnect yourself from any distractions or disturbances. Characters with this Merit are not affected by any of the penalties arising from circumstances that cause distractions (such as loud noises, lights, hanging upside down etc.).

**Honor Code (Merit, 2 points):** You have a personal code of ethics that you adhere to. The details about this code must be worked out together with the narrator, and the character must follow it to the letter. Characters with this Merit gain two additional dice on all additional Willpower and Virtue checks when they are acting in accordance with their code (eg defending the helpless) or when trying to avoid situations that may force them to violate their code. Although it is a Merit, it can become a Flaw if used by enemies who know what they are doing.

**Iron Will (Merit, 3 points):** When you are determined and your mind is focused, nothing can keep you from your goals. When affected by a Dominate power, you can spend a Willpower point to eliminate the effects. In addition, you receive three additional dice to resist the effects of any blood magic or sorcery that affects the mind. This Merit can only be purchased if a character's Willpower rating is 8.

**Calm Temperament (Merit, 3 points):** You are naturally calm and hardly lose control. You get two extra dice in your attempts to resist the frenzy. Vampires from the Brujah clan cannot adopt this Trait.

**Minerva's Gift (Merit, 5 points):** You have a lot of diverse skills and knowledge, obtained from your long journeys, from the jobs you have had, or simply from day to day. You automatically get a point on all Skill and Knowledge Dice Pool. This is an illusory level, used only to simulate a wide variety of skills. If the character trains or spends experience on the Skill or Knowledge, he must first buy one point, then two, etc., as if he had no point on that Skill or Knowledge.

**Light sleep (Merits, 3 points):** You can wake up instantly at the slightest sign of trouble or danger and do so without any laziness or hesitation. You can ignore the rules related to the imposition of restrictions by Humanity / Philosophy on the amount of data that can be used in actions during the day.

**Courage of Mars (Merit, 3 points):** Your Beast's weakness makes you less susceptible to blind panic when you see fire. You receive two extra data for Röttschreck tests.

**Self-Confidence (Merit, 5 points):** When you spend a Willpower point for automatic success, your self-confidence can allow you to gain the benefit of that spending expense actually losing your Willpower point. You don't lose the point when you spend it, unless you end the test with only one success, that is, you don't get any additional success with the data you used in the test. This Merit can be used only when you need confidence in your skills to be successful. This means that you can use it only when the difficulty of your test is six or more. You can spend Willpower at other times, however, if the difficulty is five or less, Willpower will be spent regardless of the outcome of your move.

**Deficient Sense (Flaw, 1 to 5 points):** Some of your senses are deficient and don't work properly. It can be any of the five sense or all together. When using one of your deficient senses, apply +2 difficulty. It is not possible to use this Flaw in conjunction with Sharp Senses.

**Nightmare (Flaw, 1 point):** You have horrendous nightmares every time you sleep, and memories of them torment you during your waking hours. Upon waking up, you must pass a Willpower roll (difficulty 7) or you will lose one die in all actions for that night. A critical failure of the Willpower roll indicates that, even when awake, you believe you are still stuck in a nightmare.

**Phobia (Flaw, 2 points):** You feel an irrational fear of something. Spiders, snakes, crowds and heights are examples of common phobias. You should do a Courage roll whenever you encounter the object of your phobia. The difficulty of the test is determined by the Storyteller and if you fail, you must move away from that object.



**Heavy Sleep (Flaw, 1 points):** When you are sleeping it is very difficult to wake you up. The difficulty of all tests to wake you up during the day is increased by two points.

**Soft Hearted (Flaw, 1 point):** You cannot stand to see others suffer and avoid any situation that involves causing physical or emotional pain to someone, unless you succeed in a Willpower roll (difficulty 8). You must have Humanity equal to or greater than 7 to adopt this Flaw.

**Are's Wrath (Flaw, 2 points):** You get easily annoyed. The difficulties in avoiding the frenzy increase by two. Brujah vampires cannot adopt this Flaw, as they already suffer from a similar evil.

**Amnesia (Flaw, 2 point):** You are unable to recall anything about your past, yourself and your Family, although your past may someday return to haunt you. Its origins and the circumstances responsible for its amnesia are determined by the Storytellers and they should make it as interesting as possible.

**Erisicton's Hungry (Flaw, 4 points):** It is not enough for you to extract nutrients from the blood

of mortals. you believe that you need to consume the victim's heart, liver and other blood-rich tissues as well. Of course, this implies the death of all its victims (unless you are extremely creative), which can create many problems for the maintenance of the Silence of Blood and its Humanity. Characters with this Flaw must also adopt Demeter's Bless Merit.

**Weak Will (Flaw, 3 points):** You are highly susceptible to Dominate and to be intimidated, attempts at Dominate affect you automatically, unless whoever is trying to Dominate you is of a higher generation than yours. Your difficulties in resisting social skills like Intimidation or Leadership, as well as mind control spells and spells, are increased by two points. The value of your Willpower Characteristic should never exceed 4

**Uncontrollable (Flaw, 5 points):** Fury and Passion constantly fight in the soul of a volatile Brujah. Perhaps you were in a bad mood before the Embrace, or perhaps your Brujah lineage aroused some latent fury. Either way, you are much more predisposed to frenzy than your clanmates. The difficulties to resist the frenzy are always 10 points for this character.



**Ignorant (Flaw, 5 points):** Similar to Inept, above, but related to Knowledge Abilities.

**Addicted (Flaw, 3 or 6 points):** You are addicted to some substance that now needs to be present in the blood you drink. It can be alcohol, nicotine, herbs or simply adrenaline. This substance always weakens you in some way. With three points, once a night you will need to make a Willpower roll (difficulty 6) so as not to seek the source of your addiction and quench it. You can still spend an extra Willpower point to avoid addiction to the scene. When avoiding addiction for a long time, the player must test abstinence frenzy, rolling Self-control (difficulty 4 plus one for each night avoided). With 6 points of Flaw, you cannot spend the point to avoid and if you want, you must roll Willpower (difficulty 8).

**Derrangement (Flaw, 7 points):** You have acquired some disturbance. Whether by traumatic event, Embrace or any other situation, this situation marked his mind and soul in an overwhelming way. Now and then it comes to haunt you and you suffer from its effects. Unlike the Malkavian Disorder, it can be cured, albeit with a lot of effort. Characters generally do not know that they are disturbed until people point out such Flaws. Use the same disturbance rules for characters with this Flaw.

## Supernatural Merits and Flaw

Supernatural Merits and Flaws involve blessings and curses above and beyond anything within your character's control. You can be blessed with good luck or be able to see the future, or you can be cursed or condemned to a fate even darker than your own condemnation.

**Spiritual Sense (Merit, 2 points):** You have a natural ability to feel and hear spirits, ghosts and shadows. Although you cannot see them, you feel their presence and are able to speak to them when they are close. You are even able to summon them (though begging and fawning). The spirits will not give you help or advice with a kiss. They will always want something in return.

**Affinity with Fairies (Merits, 2 points):** Your presence doesn't scare fairies, in fact, it attracts them, and you have a natural affinity for their habits. You can even share a small amount of fairy blood.

**Minerva's Sense (Merit, 3 or 6 points):** You can identify a vampire within 10 steps. With 3 points, you have learned to recognize some aspects of your living still life, as something that to others seems unnoticed based on vampiric behavior. Perhaps a negligible metallic odor, or a learned tendency to look at a person's neck to see if he has a pulse in his carotid artery. Only one Perception + Empathy roll (difficulty 6 or 8, in the case of vampires that contain Health Flush). Vampires with the Mask Secondary Skill make a resisted roll against yours. With 6 points, not even the most skilled vampires can escape your perception, because something supernaturally tells you that there is something wrong with the target you observe. With a Perception + Awareness roll (difficulty 6), you can instinctively tell whether you're a vampire or not.

**Blood Vinculum Immunity (Merit, 3 points):** You cannot be subjected to a Blood Bond. No matter how much blood you drink from other vampires, you will never be bound by a Blood Bond. Other forms such as emotional effects caused by Presence still influence the character.

**Lucky (Merit, 3 points):** You were born with luck. Or else, the Devil takes care of his children. Either way, you can repeat three failed tests per story. However, each test can be repeated only once.

**Dolu's Mask (Merit, 3 points):** For some reason, black veins don't appear in your aura when you perform the Diablerie act. Whether for a blood ritual, for some blessing or for any other reason, you cannot be framed for it. Although you still lose humanity and can gain other harms, your aura will appear normal to anyone who tries to use Auspex on you, although this power does not prevent blood sorcery like Dur-An-Ki from discovering your cheats.

**Strong Blood (Merit, 5 points):** Your blood is especially potent. Any member who tastes his blood will consider him extremely rich and powerful, recognizing his great strength. Any diablerist who proves it will be addicted. You can create a complete Blood Vinculum with just two sips of your blood. Combined with Animalism 2 - Feral Vinculum, this power creates Ghouls with full Blood Tie at the first sip.

**Destiny (Merit, 4 points):** You have a great destiny,



although you may not realize it. Your destiny will become more and more apparent with the progress of the chronicle. Your path is guided by prophecies and dreams, which give you clues to your final goal. The sense of direction and security provided by this sense of destiny can help you overcome fear, depression and discouragement caused by anything that is not relevant to its fulfillment. Until it is achieved, you may suffer setbacks, but nothing will stop you permanently. The way of representing this should be determined by the Storyteller.

**Prodigal in Discipline (Merit, 5 points):** You are especially skilled in using one of your clan Disciplines. The difficulty in using any level of this Discipline is reduced by one, although this Merit can never reduce the difficulty of any roll below 4. Characters can acquire this Merit only once and gain no benefit when using techniques from other Disciplines.

**Blessed Existence (Merit, 5 points):** Your afterlife is protected in some way: you don't face the same dangers as others. Maybe it's pure luck. Whatever the reason, you can ignore a single 1. In every test you perform. This greatly reduces the chance that you will suffer a critical failure, and gives you more successes than others can achieve..

**Powerful Ghoul (Merit, 5 points):** You have a very powerful ghoul, connected to you by a Blood Bond. You did not create it and it was probably a gift from your creator or some elder. The ghoul has 6 points to distribute between any Disciplines, except Blood Sorcery, at least 1 point must be applied in Potence. In addition, the ghoul is very competent, with 15 points to distribute in Attributes, 27 points to distribute in Skills and 5 points to apply in Background. He has reasonably good levels in Virtues and Willpower and will do anything you ask, as it serves you directly. However, you can take unpleasant actions when it comes to protecting you when you see dangers.

**Mystical Protector (Merit, 6 points):** Someone or something watches and protects you. You have no idea who or what, but you are aware that you are being watched and protected. In times of great need you can be supernaturally protected. However, you can't always count on a guardian angel. The narrator needs to decide why you are being protected, and for what (not necessarily an angel, despite the name).

**True Faith (Merit, 7 points):** You have a deep faith and a love for any deity you believe in. It may be the Christian God, Mithras or some Ahura Mazda being, but it will need to be some deity. Perhaps your faith was awakened before the Embrace, having been strong enough to survive even this test or, incredible as it may seem, the adversities to which you were subjected in your present condition made your religious side surface. You start the game with a point of Faith (a Trait ranging from 1 to 5). Your Faith offers you an inner strength and comfort that continues to support you when everything else betrays you. Your Faith is added to all Willpower and Virtue tests. The exact supernatural effects of Faith, if any, are entirely up to the narrator (although most of the time it will have the effect of repelling vampires).

True Faith will vary from person to person, and will almost never be obvious. Some of the most sanctified people have never performed a greater miracle than placating the suffering of a wounded soul. In general, the nature of the miracles you perform will be associated with your own Nature, and you may never realize that you have been helped by a greater force. To choose this Merit you need to have a Humanity of 8 or Kind Philosophies, if you fall below eight, you will lose all points of Faith, being able to recover them only through hard work and penance (and only when your Humanity / Philosophy is again 8). No one can start the game with more than one point of Faith. Additional points can only be awarded at the discretion of the narrator. True Faith can only be acquired when the belief is directed towards a deity considered benign.

**Indomitable Soul (Merit, 7 points):** In the terrible case that you are diablerized, the member who commits the act will not gain any benefits, such as disciplines, generation or any skill. In addition, he will have all the disadvantages, such as black veins in the soul, loss of humanity and even a disturbance. Clearly this is not very advantageous for you, but it is an excellent way to take one last hit on your killer. A vampire with this Merit will never become an apparition and when Diablerized, he enters a "beyond" unknown to the Cainites.

**Ancient Generation (Merit, 7 points):** Some characters are unaware of their true origin. Neophytes are usually part of the seventh to twelfth generation. With this Merit, a mere Neonate could be a Member

of the Fifth generation without even knowing it. For protection or manipulation, your creator tutored you so that you did not know that you belong to the 5th generation. Although you think you are of the most common generations, you have already noticed that you are visibly more powerful and able to use your powers. This Merit allows the player to buy the Generation Background up to the sixth point. Obviously, this “mask” will be discovered one hour and the player will not be able to hide his generation forever. When discovered, this Merit becomes a Flaw, because for Elders, a young Neophyte of the sixth generation is a full plate. Narrators should consider whether or not to allow the use of this Merit in their chronicles.

**Hades Bless (Merit, 10 points):** You are favored by some greater power to the extent that the touch of Black Sorcery is not able to hurt you. You are not affected by Daimonion or any sorcery that is practiced by infernalists. Characters with this Merit will never be able to learn Daimonion or any Blood Sorcery, although they can be affected by them as normally as any other character.

**Tomb Scent (Flaw, 1 point):** You give off an odor of freshly turned damp earth, and that smell cannot be masked by any essence or perfume. Mortals are uncomfortable in your presence, so the difficulties of all Social checks to affect mortals increase by one point. Characters who follow the Philosophy of Humanity hate this odor.

**Frigid Breeze (Flaw, 1 point):** An icy breeze follows you wherever you go. While this helps with dramatic entries, this effect also brings mortals discomfort (the difficulty of all appropriate Social checks increases by 1) and puts the Silence of Blood in danger. A cold wind passing through the boardroom or crowded tavern can raise all sorts of questions.

**Eerie Presence (Flaw, 2 points):** Mortals have an unconscious perception of their undead nature, which makes them uneasy and feeling bad in their presence. Because of this, the difficulties of all tests relating to social interaction with mortals are increased by two points.

**Cursed Mark (Flaw, 2 points):** You radiate a palpable evil. The clergy and devout mortals instinctively

know that something is horribly wrong with you and they react accordingly. Churches and other places of worship are permanently barred for you.

**13th Generation (Flaw, 3 points):** You were created five years ago or less by a 12th Generation Member. Although you have 10 blood points in your body, only 8 of them can be used to heal wounds, activate Disciplines, increase Attributes, etc. It is obvious that adopting this Flaw prevents you from taking on Generation Background and you also cannot start with Status. You are probably a Caitiff without a clan, as your blood is certainly too thin to contain the differentiating characteristics of a clan. Most 13th Generation vampires should also adopt the Thin Blood.

**Caitiff (Flaw, 4 points):** You have no clan and are one of the rarities of the Classical Era to achieve this feat. Your breeder has probably abandoned you or your blood is too thin for you to somehow have the support of your clan. Social checks on vampires who know this and are not Caitiffs increase by +2. You will probably have a lot of problems, face prejudice and be an easy target for elders to use it until there is nothing left of your flesh.

Since you don't have a tutor to teach you, the cost of learning for any Discipline is Level x10. Although you suffer from this terrible fate, the only good thing is that you can choose three disciplines during character creation. Or if you start without Disciplines, you can learn either by glimpsing. Some Caitiffs discover incredible abilities when they are in danger.

**Thin Blood (Flaw, 4 points):** His blood is thin, weak and does not support him properly. All blood point costs are doubled (when using blood-dependent Disciplines, or to heal damage, for example), and you are unable to create a Blood Bond. Furthermore, your efforts to be Sire of other vampires only work in 20% of cases.

**Cursed Embrace (Flaw, 4 points):** There is no ecstasy in your Embrace, only terror and pain. When you eat, mortals fight and scream all the time, which forces you to hold on to them as long as you want to draw their blood. The rules for getting rid of the Kiss remain the same, but applied according to the pain the kainite causes in the target. Vampires with high



levels of Humanity may need to take a Humanity check, at the discretion of the narrator.

**Persephone's Fate (Flaw, 5 points):** You have been cursed with Final Death, or worse, with the suffering of eternal agony. No matter what you do, you will not be able to get rid of this terrible fate. At some point during the chronicle, your Cursed Fate will hit you. Even more frightening is that you sometimes have visions of your fate, and the discomfort that these images cause you requires that you spend a Willpower point to erase them from your mind, or else you will lose all of your data your actions for the rest of the night. Storyteller determine the strength of the visions and when they will occur. This is a Flaw that is difficult to represent, ironically, although it seems to eliminate all free will, the knowledge of the moment of death can be liberating.

**14th Generation (Flaw, 5 points):** Your vitae is so weak that only 6 of your 10 blood points can be used for Disciplines, regeneration or attribute enhancement. For these functions, you must spend two blood points to obtain the effect that a normal vampire would achieve with one. The cost of getting up every night keeps it as a single blood point. In addition, you cannot create or maintain ghouls, create a blood bond, or Embrace a new Childe. You can use these remaining four blood points to survive the day and wake up each night, that's all. You cannot increase any Discipline above level three.

Despite this, the weakness of the Cain's Curse has its compensations (which distinguishes this Flaw from the "Thin Blood" Flaw). Sunlight does

lethal damage to you, instead of aggravating it. You can keep deadly food and drink in your stomach for about an hour, while other vampires will vomit immediately if they try (unless they have the "Minerva's Bless" Merit). And, strangest of all, you may end up having a child in the conventional, human way, even though you are not an ordinary human baby.

**Death by a Stake (Flaw, 2 to 5 points):** Like the vampires of legend, a wooden stake through your heart can destroy you immediately. This Flaw is worth two points if the stake must be cut from a specific type of wood, such as ash or rowan, to inflict Final Death. If any wooden stake can kill you, this Flaw is worth five points. Vampires with this Flaw do not know their vulnerability.

**Devourer of Souls (Flaw, 4 points):** Your Beast is hungry for more than blood. Every time you feed, you steal one point of Willpower from your victim for every three points of blood taken. Unfortunately, your parasitic soul cannot supply itself by any other means. You cannot recover Willpower by following your Nature, resting, or any other natural method. Worse yet, you must spend one Willpower point each night after waking up or losing one permanent Willpower point. If your permanent Willpower drops to zero, you suffer Final Death, your body falling to ashes as your parasitic soul feeds on itself. Characters with this Flaw do not have to spend Willpower when in a daze.

**Mathuselah's Thirst (Flaw, 7 points):** You are no longer able to drink the blood of mortals for a living and you need to feed on the vitae of other vampires.



# VAMPIRE

THE CLASSICAL ERA

NAME:  
PLAYER:  
CHRONICLE:

NATURE:  
DEMEANOR:  
CLAN:

GENERATION:  
SIRE:  
CONCEPT:

## ATTRIBUTES

### PHYSICAL

STRENGTH ●○○○○○○○  
DEXTERITY ●○○○○○○○  
STAMINA ●○○○○○○○

### SOCIAL

CHARISMA ●○○○○○○○  
MANIPULATION ●○○○○○○○  
APPEARANCE ○○○○○○○○

### MENTAL

PERCEPTION ●○○○○○○○  
INTELLIGENCE ●○○○○○○○  
WITS ●○○○○○○○

## ABILITIES

### TALENTS

ALERTNESS ○○○○○○○○  
ATHLETICS ○○○○○○○○  
AWARENESS ○○○○○○○○  
BRAWL ○○○○○○○○  
EMPATHY ○○○○○○○○  
EXPRESSION ○○○○○○○○  
INTIMIDATION ○○○○○○○○  
LEADERSHIP ○○○○○○○○  
STREETWISE ○○○○○○○○  
SUBTERFUGE ○○○○○○○○

### SKILLS

ANIMAL KEN ○○○○○○○○  
CRAFTS ○○○○○○○○  
ARCHERY ○○○○○○○○  
COMMERCE ○○○○○○○○  
ETIQUETTE ○○○○○○○○  
PERFORMANCE ○○○○○○○○  
MELEE ○○○○○○○○  
RIDE ○○○○○○○○  
STEALTH ○○○○○○○○  
SURVIVAL ○○○○○○○○

### KNOWLEDGES

ACADEMICS ○○○○○○○○  
HEART WISDOM ○○○○○○○○  
INVESTIGATION ○○○○○○○○  
LAW ○○○○○○○○  
MEDICINE ○○○○○○○○  
OCCULTISM ○○○○○○○○  
POLITICS ○○○○○○○○  
PHILOSOPHY ○○○○○○○○  
RITUALISTICS ○○○○○○○○  
RELIGION ○○○○○○○○

## ADVANTAGES

### DISCIPLINES

○○○○○○○○○  
○○○○○○○○○  
○○○○○○○○○  
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### BACKGROUNDS

○○○○○○○○○  
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○○○○○○○○○

### VIRTUES

CONSCIENCE/  
CONVICTION/REFLECTION ●○○○○○  
SELF CONTROL/  
INSTINCT/WISDOM ●○○○○○  
COURAGE ●○○○○○

## PHILOSOPHY

○○○○○○○○○○○  
Aura: ( )

## WILLPOWER

○○○○○○○○○○○  
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## BLOOD POOL

□□□□□□□□□□  
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□□□□□□□□□□  
□□□□□□□□□□

POINTS P/TURN

## VITALITY

BRUISED ☐  
HURT -1 ☐  
INJURED -1 ☐  
WOUNDED -2 ☐  
MAULED -2 ☐  
CRIPPLED -5 ☐  
INCAPACITATED ☐

## WEAKNESS



# VAMPIRE

THE CLASSICAL ERA

## MERITS AND FLAWS

MERITS	TYPE	COST	FLAWS	TYPE	COST
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## SECONDARY

_____ 0000000	_____ 0000000	_____ 0000000
_____ 0000000	_____ 0000000	_____ 0000000
_____ 0000000	_____ 0000000	_____ 0000000

## ACTING AREAS

ABILITY	AREA	ABILITY	AREA
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## DISCIPLINES

DISCIPLINE	NAME	DISCIPLINE	NAME
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## FAMILY LORE

ASSAMITE _____ 00000	LASOMBRA _____ 00000	SALUBRI _____ 00000
BRUIAH _____ 00000	MALKAVIAN _____ 00000	SETITE _____ 00000
CAPPADOCIAN _____ 00000	RAVNOS _____ 00000	TREADOR _____ 00000
GANGREL _____ 00000	NOSFERATU _____ 00000	TZIMISCE _____ 00000
VENTRUE _____ 00000	_____ 00000	_____ 00000

# VAMPIRE

THE CLASSICAL ERA

## SPECIALIZATION

SPECIALITY

ABILITY

SPECIALITY

ABILITY


## BLOOD SORCERY

RITUAL

LEVEL

PATHS

00000  
00000  
00000  
00000  
00000  
00000  
00000


EXPERIENCE

DERANGEMENTS

TOTAL \_\_\_\_\_ SPENT \_\_\_\_\_



## COMBAT

WEAPONS	DIF.	DAM.	RAN.	MOD.	AMMO	CONCEAL

ARMOR

CLASS \_\_\_\_\_  
 BONUS \_\_\_\_\_  
 PENAL. \_\_\_\_\_  
 DESCRIPTION \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



# VAMPIRE

THE CLASSICAL ERA

## EXPANDED BACKGROUNDS

ALLIES

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CONTACTS

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FAME

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HERD

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INFLUENCE

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MENTOR

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RESOURCES

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RETAINERS

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STATUS

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OTHERS ( )

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## POSSESSIONS

EQUIPMENT (EQUIPPED)

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EQUIPMENT (POSESSED)

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HUNTING AREAS

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TRANSPORT

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REFUGE

LOCAL

DESCRIPTION

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# VAMPIRE

THE CLASSICAL ERA

## HISTORY

### PRELUDE

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### OBJECTIVES

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## DESCRIPTION

AGE \_\_\_\_\_  
APPARENT AGE \_\_\_\_\_  
ANNIVERSARY \_\_\_\_\_  
DEATH \_\_\_\_\_  
HAIR \_\_\_\_\_  
EYES \_\_\_\_\_  
RACE \_\_\_\_\_  
NATIONALITY \_\_\_\_\_  
HEIGHT \_\_\_\_\_  
WEIGHT \_\_\_\_\_  
GENDER \_\_\_\_\_

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## VISUAL

### RELATIONSHIPS

### CHARACTER





**T**he AD 62's world is completely new to vampires. There has never been so much organization, but there has never been so much belief. Mortals know that supernatural creatures can exist and any misstep will surely cause the death of vampires. The clans cannot reach a multiple agreement and the fight is far from over. Nero's madness is just beginning, as his recent discovery of Cain's descendants has only put to the test that even great elders can fall. You have to act fast, before the circus catches fire.

**Vampire, 20th Anniversary Edition: The Classical Era** is a game of political and supernatural narrative of vampires, enveloped in a world of darkness capable of bringing hopelessness and disappointment to even the most courageous.

This scenario brings the following news:

- Present the 13 Families and 9 bloodlines, expanding the classic world.
- Contains the story of the vampire families, with different views and versions of the story. Each, detailed in a different way.
- New Merits, Background, Characteristics, Blood Sorcery, a new system of Disciplines and how to create and adapt new Disciplines and rituals.
- New rules, scenario details and plot based on the history of the Roman Empire have been created, bringing even more depth to every single aspect of the vampire scenery.



TWENTIETH ANNIVERSARY EDITION  
**VAMPIRE**  
THE CLASSICAL ERA

